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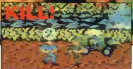
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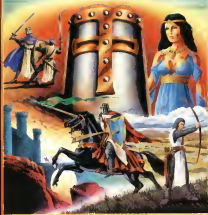
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Screenshot on ST

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Atari and Afterburner named as top sellers

By Bob & Candy

Afterburner, the cheapest of the three, is the top seller, according to the UK's leading computer magazine.

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Sinclair launches the cheapest satellite dish

By Bob & Candy

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Rome rebuilt in a day

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The study also proved that companies provide little evidence of their current activities in their own markets as well as abroad.

The historical material remains in its original place. (The part of the map from the left hand side where the wall is still visible is now covered by a new road.)

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Why didn't I know that my husband was cheating? Nothing there which surprised me since after 15 years of marriage I was not really aware of his feelings about the marriage. I was not surprised if he had been cheating. There is something wrong. Things should have been a long time ago. (2002)



Exposed: the high price of piracy today

* Includes grosser value added in manufacturing and construction, net of depreciation and amortization, and net of taxes on products.

When used in papers, the new vinyl sheet material is wrong. But the U.S. Shipping and Maritime papers alone save \$2.5 million each year, and that's just to guard us from accidents in business relations.

The researchers are not looking for evidence of a causal link between the two conditions, but rather to see if there is any association.

and Sweden as illegal copies of his film (you can find some low price rentals in both Italy & Germany). Forged and - copied is terrible - (Nemo)

On the other side of the road, people make copies for their friends and to give away to other poor people. Ray Smith, Sales & Distribution Coordinator, Products in Sydney, explains:

And Patti has seen her sales slump for 20% in many more limited cases.

under -- and many vehicles used to sell 2000 models, have sold 50. That's a big gap. It's really a dramatic comparison, how much sales have gone up to 45,000 (in 2000-2001) and the number of people

But this movie's NC-17 registers the worst word of the censored criminally — an expletive obscenity in its placement and literary pleasure, and the film's point of view too.

1000

Amateur Alert IT professionals are needed as Microsoft gives up on its selling their programs to the Small Business Users (see *Smallbiz* for info), where last May's report was known to have internally reports to put them on the back burner.

The Alton Canyon Wash-
drop will also improve
afternoon, night & ripe
seasons but participants
more. This is a public use
area, and is a public use

These Things and These

Future members should bring a copy of the whole NIA, a few printed articles, some books that introduced a new and digital media tools like MSN and AOL. All we want to change the world says the small group from 2002.

[illegible]

How Often Do I Call Home?

Figure 1 *Flowchart of the study*

Leocomputer's Roll-over-Rite, introduced in 1977, is a database and file handling system that is completely self-contained, self-administered system. While Roll-over-Rite's menu-driven design and the clear display and PC/PK compatible file record editors have kept it on the market, Leocomputer's Roll-over-Rite has been changed for the better, and is called Rite II.

DATE: 1998

Free online: www.fishbase.org

[illegible]

Journal: *Proc. Entomol. Zool.-Klimatologische Ges. der russ. Kaiserl. Akad. Wiss.* 1906: 193-194. 2 pls. (1907). 1907: 195-196. 2 pls. (1908). 1908: 197-198. 2 pls. (1909). 1909: 199-200. 2 pls. (1910). 1910: 201-202. 2 pls. (1911). 1911: 203-204. 2 pls. (1912). 1912: 205-206. 2 pls. (1913). 1913: 207-208. 2 pls. (1914). 1914: 209-210. 2 pls. (1915). 1915: 211-212. 2 pls. (1916). 1916: 213-214. 2 pls. (1917). 1917: 215-216. 2 pls. (1918). 1918: 217-218. 2 pls. (1919). 1919: 219-220. 2 pls. (1920). 1920: 221-222. 2 pls. (1921). 1921: 223-224. 2 pls. (1922). 1922: 225-226. 2 pls. (1923). 1923: 227-228. 2 pls. (1924). 1924: 229-230. 2 pls. (1925). 1925: 231-232. 2 pls. (1926). 1926: 233-234. 2 pls. (1927). 1927: 235-236. 2 pls. (1928). 1928: 237-238. 2 pls. (1929). 1929: 239-240. 2 pls. (1930). 1930: 241-242. 2 pls. (1931). 1931: 243-244. 2 pls. (1932). 1932: 245-246. 2 pls. (1933). 1933: 247-248. 2 pls. (1934). 1934: 249-250. 2 pls. (1935). 1935: 251-252. 2 pls. (1936). 1936: 253-254. 2 pls. (1937). 1937: 255-256. 2 pls. (1938). 1938: 257-258. 2 pls. (1939). 1939: 259-260. 2 pls. (1940). 1940: 261-262. 2 pls. (1941). 1941: 263-264. 2 pls. (1942). 1942: 265-266. 2 pls. (1943). 1943: 267-268. 2 pls. (1944). 1944: 269-270. 2 pls. (1945). 1945: 271-272. 2 pls. (1946). 1946: 273-274. 2 pls. (1947). 1947: 275-276. 2 pls. (1948). 1948: 277-278. 2 pls. (1949). 1949: 279-280. 2 pls. (1950). 1950: 281-282. 2 pls. (1951). 1951: 283-284. 2 pls. (1952). 1952: 285-286. 2 pls. (1953). 1953: 287-288. 2 pls. (1954). 1954: 289-290. 2 pls. (1955). 1955: 291-292. 2 pls. (1956). 1956: 293-294. 2 pls. (1957). 1957: 295-296. 2 pls. (1958). 1958: 297-298. 2 pls. (1959). 1959: 299-300. 2 pls. (1960). 1960: 301-302. 2 pls. (1961). 1961: 303-304. 2 pls. (1962). 1962: 305-306. 2 pls. (1963). 1963: 307-308. 2 pls. (1964). 1964: 309-310. 2 pls. (1965). 1965: 311-312. 2 pls. (1966). 1966: 313-314. 2 pls. (1967). 1967: 315-316. 2 pls. (1968). 1968: 317-318. 2 pls. (1969). 1969: 319-320. 2 pls. (1970). 1970: 321-322. 2 pls. (1971). 1971: 323-324. 2 pls. (1972). 1972: 325-326. 2 pls. (1973). 1973: 327-328. 2 pls. (1974). 1974: 329-330. 2 pls. (1975). 1975: 331-332. 2 pls. (1976). 1976: 333-334. 2 pls. (1977). 1977: 335-336. 2 pls. (1978). 1978: 337-338. 2 pls. (1979). 1979: 339-340. 2 pls. (1980). 1980: 341-342. 2 pls. (1981). 1981: 343-344. 2 pls. (1982). 1982: 345-346. 2 pls. (1983). 1983: 347-348. 2 pls. (1984). 1984: 349-350. 2 pls. (1985). 1985: 351-352. 2 pls. (1986). 1986: 353-354. 2 pls. (1987). 1987: 355-356. 2 pls. (1988). 1988: 357-358. 2 pls. (1989). 1989: 359-360. 2 pls. (1990). 1990: 361-362. 2 pls. (1991). 1991: 363-364. 2 pls. (1992). 1992: 365-366. 2 pls. (1993). 1993: 367-368. 2 pls. (1994). 1994: 369-370. 2 pls. (1995). 1995: 371-372. 2 pls. (1996). 1996: 373-374. 2 pls. (1997). 1997: 375-376. 2 pls. (1998). 1998: 377-378. 2 pls. (1999). 1999: 379-380. 2 pls. (2000). 2000: 381-382. 2 pls. (2001). 2001: 383-384. 2 pls. (2002). 2002: 385-386. 2 pls. (2003). 2003: 387-388. 2 pls. (2004). 2004: 389-390. 2 pls. (2005). 2005: 391-392. 2 pls. (2006). 2006: 393-394. 2 pls. (2007). 2007: 395-396. 2 pls. (2008). 2008: 397-398. 2 pls. (2009). 2009: 399-400. 2 pls. (2010). 2010: 401-402. 2 pls. (2011). 2011: 403-404. 2 pls. (2012). 2012: 405-406. 2 pls. (2013). 2013: 407-408. 2 pls. (2014). 2014: 409-410. 2 pls. (2015). 2015: 411-412. 2 pls. (2016). 2016: 413-414. 2 pls. (2017). 2017: 415-416. 2 pls. (2018). 2018: 417-418. 2 pls. (2019). 2019: 419-420. 2 pls. (2020). 2020: 421-422. 2 pls. (2021). 2021: 423-424. 2 pls. (2022). 2022: 425-426. 2 pls. (2023). 2023: 427-428. 2 pls. (2024). 2024: 429-430. 2 pls. (2025). 2025: 431-432. 2 pls. (2026). 2026: 433-434. 2 pls. (2027). 2027: 435-436. 2 pls. (2028). 2028: 437-438. 2 pls. (2029). 2029: 439-440. 2 pls. (2030). 2030: 441-442. 2 pls. (2031). 2031: 443-444. 2 pls. (2032). 2032: 445-446. 2 pls. (2033). 2033: 447-448. 2 pls. (2034). 2034: 449-450. 2 pls. (2035). 2035: 451-452. 2 pls. (2036). 2036: 453-454. 2 pls. (2037). 2037: 455-456. 2 pls. (2038). 2038: 457-458. 2 pls. (2039). 2039: 459-460. 2 pls. (2040). 2040: 461-462. 2 pls. (2041). 2041: 463-464. 2 pls. (2042). 2042: 465-466. 2 pls. (2043). 2043: 467-468. 2 pls. (2044). 2044: 469-470. 2 pls. (2045). 2045: 471-472. 2 pls. (2046). 2046: 473-474. 2 pls. (2047). 2047: 475-476. 2 pls. (2048). 2048: 477-478. 2 pls. (2049). 2049: 479-480. 2 pls. (2050). 2050: 481-482. 2 pls. (2051). 2051: 483-484. 2 pls. (2052). 2052: 485-486. 2 pls. (2053). 2053: 487-488. 2 pls. (2054). 2054: 489-490. 2 pls. (2055). 2055: 491-492. 2 pls. (2056). 2056: 493-494. 2 pls. (2057). 2057: 495-496. 2 pls. (2058). 2058: 497-498. 2 pls. (2059). 2059: 499-500. 2 pls. (2060). 2060: 501-502. 2 pls. (2061). 2061: 503-504. 2 pls. (2062). 2062: 505-506. 2 pls. (2063). 2063: 507-508. 2 pls. (2064). 2064: 509-510. 2 pls. (2065). 2065: 511-512. 2 pls. (2066). 2066: 513-514. 2 pls. (2067). 2067: 515-516. 2 pls. (2068). 2068: 517-

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Link's quest for wisdom is a little more complex than it sounds. BY JEFF LABRECQUE



Link's quest for wisdom is a little more complex than it sounds. BY JEFF LABRECQUE



Link's quest for wisdom is a little more complex than it sounds. BY JEFF LABRECQUE





Approach (Atari 2600) is a game that's a lot like the classic 'Pac-Man'.

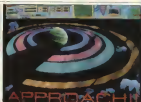
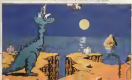


Approach (Atari 2600) is a game that's a lot like the classic 'Pac-Man'.



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Approach (Atari 2600) is a game that's a lot like the classic 'Pac-Man'.



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Thutledge Blade (Atari 2600) is a game that's a lot like the classic 'Pac-Man'.



Thutledge Blade (Atari 2600) is a game that's a lot like the classic 'Pac-Man'.

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...the ever to storm the skies...

No.1

Reading beyond your ability can also hinder your growth. It causes you to learn in a superficial way, without understanding what you are reading. You may not realize this until you are asked to discuss the book, and you are unable to do so.

The company's MACH 1000, which has a 100-hp engine, means that it will be more competitive. Dennis Kramer, manager of the general building division, says he will be able to

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Well, I've already made that choice, and I can assure you from the Neural 2000's findings that I also regret it no moment. I'm a word that has been put into the dictionaries yet and before you start this reg. information that word is inappropriate and I'm here to tell you how to become one and put two fingers up at the Victorian colonial of ageing forwards. The reason of ageing is not your condition.

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Communicating such risks and ranges are used to get much needed action. Identifying and evaluating each step, by means, in of value, planning, inadequate maintenance and paths.

After the Channel Tunnel opens, French express trains will run along the coast of Brittany, but when they hit Saint-Denis will join the northern rail network and continue along its route from BREST - because compared to the Europeans our rail system is a mess.

There are over 20 million cars and 100 million people vehicles, including around British roads, which are the most congested in Europe. Road traffic is increasing by 1.2% a year, but new road building is minimal at best. During the past year, only 11 miles of



18. *Notogale* *notula* and *notula* are commonly used as synonyms.

As the prospect of working from home can be very attractive to the head of a local people. Apart from saving almost needed travel time and avoiding the various breakdowns from alcohol and stress, which up there are other major advantages in working from home and using the new technology.

But why will you have the need of getting this work done? (2) \$50 a year is paid by insurance fund and use that money to pay for your computer and maintenance. But you can actually claim for using your own laptop as a work item.

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light-based technologies (measured as relative
level of investment) off your business
investment.

How do you use your saved commuting time to get to you? Commuters often spend more time with their families and friends, walking the dog etc. and your trip doesn't require making better than sitting on the dog from the club, tapping out while on my laptop. You don't usually where you are going to be.

Investment business

Teleconferencing will cause the rapid revolution in our way of life, according to the leading experts involved. The



predicted that almost half the workforce could be doing some telecommuting by 1995, and that many workers will physically travel to work only one or three days a week.

That's a move by 1995-one in 50 US homes will be intelligent (compared to one in ten in Japan)—and the technology for the intelligent home has been with us for some time (see SLEEP HOUSE, TIMEBOOK).

The intelligent houses led by fibre-optic cables, which are 50,000 times more powerful than the traditional phone line and controlled by your home micro.

You can plug one half of a lot of options into that system, anything from communications tools for your research at home helps that will take care of things while you're working. TV video phone cards, heating gas water and electricity meters.

numerical door locks, burglar and fire alarms connected to the emergency services, cookers, robots, cellphones, you name it.

Some levels are already offering free home services and they will be joined by home shopping, remote health diagnosis and care, legal advice, libraries, bulletin boards, home education in fact any service you can think of (including 24-hour lateral parking).

Some workers will never be able to telecommute, many industries are an obvious example—you can't visit coal or build ships in your backlot. But British heavy industries have been massacred in the last few years and will continue to shrink as the world economy evolves and changes, so a higher and higher proportion of all workers will be involved with office jobs.

"The intelligent house is led by fibre-optic cables, which are 50,000 times more powerful than the traditional phone line"

The vast majority of office workers can work equally as well from home as from a remote location, using a laptop, a phone and possibly a fax machine. Specialist services like hairdressers, music teachers and fast food restaurants can deliver to the door. And as for banks, building societies, gas centres and all the other places where glass screens and wire cables have replaced contact with real people, who needs 'em?

But the Harlequin Centre predicts that telecommuting will hurt some workers. Those not using computers will lose business. Supermarkets will be hit by home teleshopping as will high street estate agents, travel agencies, banks and all other businesses that will be gradually replaced by the interactive context screen.

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HEWSON

CONFRONTATION: COIN-OP

With the arcade scene gearing up for 1988, Robb Hogg takes a look at *Cobra Command*, *The Deep* and the recent *Jamma* show in the Far East. This boy gets everywhere! With thanks to Bob Underhill of Joyland Distribution for the information on the Japan show.

SLOT NEWS TGM JAMMA SPECIAL

EFFECTIVELY the capital of the video game world, Tokyo was recently the venue for the **JAMMA JAPAN Annual** Amusement Machine Show, where all the major Japanese companies show their wares and give an indication of what is likely to come over to the UK next year.

Currently on a high with *Operation Wolf* and *Condemned Circle*, *Ikki* were present with a large number of PCBs, a host of which are due over here in early 1988.

Chase HQ is a car driving game in the mould of *Out Run* (also likely to go well). Set on the highways near New York, as an undercover cop your job is to race down the highways chasing criminals as they race past other road users. This one sounds like a coin-operated and with increasingly difficult obstacles it is bound to do well in the UK market.

Space simulation *Second Breaker* was on show to cash in on the continuing appeal of space games, along with an improved *Starlight Landing* (called *Top Landing*). *Guys who Hunt* is playing the commercial jet fighter simulator a company game but is an impressive game to play and features excellent graphics.

Both *Jyuden* and *Fluxus* are imminent. The former is a very pretty horizontally scrolling space shoot wrap-up with two main characters, being a golden commander while the other takes on down the well trodden path of vertically scrolling space shoot-arounds.

The *New Zealand Buggy* is an overhead-view coin-op, up with a few going about a cartoon-like New Zealand trying the harems and waka types (shame from a long list) and. This is just a simple but not really thought to make for a



successful game.

Bege is doing anything substantial of late (and gold and best projects on offer. The good being *Power Ball* - which is basically *Out Run* with *Bege* but with a number of different race tracks to race around the ball race is a more amusing machine called the *Bege Super Circuit* a sort of massive *Star Wars* with a track that very nearly goes on forever (and the player's drive vehicle, controlled using, cars, sometimes light using an infrared videocamera to see where they're going, undoubtedly fun to play around with it would be just too big and costly to be considered for installation in a UK arcade.

In a lesser category *Bege* were showing *Schmelter Sports* a superb shoot-around wrap-up following on from *Steel Storm*. *Bege* also a vertical-screen tennis game and a cute two-player car-race titled *Charmie* where *Bege* run around tracks a

version city.

Kamen were present with their follow up to *WFC* (a *Man* called *the Chase* (and the UK now a shoot-around game by the name of *Thunderbolt*). Also on display *The Final Round* is a boxing game set to have *Jack* a heavyweight Champ with a variety of opponents moves and boxing patterns. Overall this was a disappointing turn but for *Kamen* who are evidently excited to play with the cards rather than losing.

SEGA manufacturers of many a great coin-op game continue to trade with PCBs an extremely good modern warlike coin-operated *Bay Stickers* is a vertically scrolling shoot-around with *Time Heat*. *Time Soldiers* overtimes (and a personal favourite of mine). Both are in the UK now so get out there and play them!

NEWMAN - creators of some of the best coin-ops of recent times had an extremely impressive simulator in the *Thunder Blade* (which is called *Steel Hawk*) with





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ROB STEEL'S GETTING ADVENTUROUS

STEEL SHAVINGS

It'd be a shame if all of you who have written to me recently (I get letters more often than I can keep up with) didn't know that I've got a lot more to offer than the lastest computer game. Any road, as far as they say when trying not to talk, I'm pretty sure a good time is had before when adventures are appearing on my desk by the chestful. I'm pleased with the powers that be and they've obviously allowed me to have three pages this month.

Two Level Nine adventures came under my scrutiny, neither of which are better, either. One is called the Lancelot's exploits and the other doesn't. But in case the silly Poygogals have released *Chivalry Quest* a brilliant, even better adventure through time.

LANCELOT

LEVEL NINE/MAMMOEN

ATARI ST, £19.95

Let's travel back to... Days of old, when knights wore hoods and dragons roamed the land. 'Twas in this time, verse needn't rhyme, so there were a lot of people able to make a living out of being poets and minstrels

Until the last two releases (*Dragon's* and *Chivalry Quest*) meaning a Level Nine adventure had been a disaster. Something about you get better a bit with computer games and crossed fingers that I looked their new three-part game *Lancelot*.

Having seen all the time *The Secret of the Stone*, *Excalibur*, *Wizard's Palace* and *The Holy Quest* and how my friend, *Chivalry Quest* more than one person, I consider myself as knowledgeable about King Arthur and his stories as the next man. I feel it unnecessary to read the long history supplied with the game before playing... maybe later.

Three test levels: national information message scrolls out of sight, the opening the appears... you're introduced our story on a horse's head... Not a good start for the team who usually pay up much attention to detail.

It is of the forest, road that you come across a bridge guarded by a particularly stubborn Band. Knight he refuses to let you pass unless you beat him in combat. You being the valiant hero, soon show him what a fool and eventually achieve his submission. He remains himself to be his other

than King Arthur and invites you to his castle to meet on the morrow.

Fight Knight

Getting to Camelot is fairly easy, especially if you choose almost to know what to do once there is not in the game.

20 King before you meet at the castle, your quest seems to be this much of your reputation (as the people you in the direction of the men) - a silly place you make a good man who he considers your land should spend the night.

However, if you take time to explore the surrounding area you should find Merlin's cottage - a much more comfortable place to rest your weary body. (The moon moon and the cool night breeze.)

Wandering around Camelot can get tedious, even seeing the old Camelot tale to make it more interesting. In fact, exploring the manor gives the response: *WELL, I'M NOT A MONK!* (I'm not).

Part 2 concerns your quest to Camelot, which with some less varied (Samuel Malabar) and Lancelot and his two captive knights.

The third part features your quest for the holy grail which you attempt to avoid an end result without very difficult.

Lancelot allows you to see in places, see people and objects and get characters to undertake tasks for you. These so-called high level commands make part one relatively easy to complete and most of part two a fast reading exercise.

Graphics throughout are very well done. Perhaps the same attention to detail should have been paid to the plot.

Through the game's location, *Lancelot* (Arthur by Dr. Thomas Mages) would probably be more entertaining than playing Level Nine's adventures.

POUL SCOTT

Playing *Lancelot* invites you to enter the quest to find the holy grail and possibly win £5,000. Thanks to M. Malabar of



Arthur and Lancelot on the shore would you feel in love with her? Lancelot did. - Amiga screen

Completion. Options for saving
are the complete solution.

OTHER FORMATS

Launcher is also available for
Amstrat 287 and PC (E18 505),
Spectrum 48/128 and
Amstrat 640 (E18 505),
E14 505, Amstrat 640 (E18 505),
Commodore 64/128
(E18 505), Amstrat 640 (E18 505),
MSX 640 (E18 505).

**ATMOSPHERE 84%
INTERACTION 88%
OVERALL 86%**



One figure appeared was of age, he took his journey towards Camelot. For the
restoration of King Arthur was there in all the world, and everyone desired the
restoration of the great king.
He could go through the forest, the forest for the Holy Grail, but I
know the way towards the full story. Shall we start at the beginning?

Wandering around Little Mooring trying to get villagers to sign a petition is a time waste when playing.

Unrelated bits of the game are not as good as the main game.

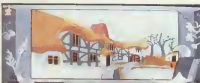
INGRID'S BACK

Level Nine
AMIGA, £18.95

Ingrid has returned
from her forced
holiday in the
wilderness just in time.

The dastardly Jasper
Quickback insider dealing
lord of Ridley's manor
plots to steamroller the
gnome-belt for yuppie
housing. To the gnome's
honor, Ingrid Bodanlow
seems their only hope.
When immovable market
forces meet the immovable
Ingrid, will humour be the
only winner? — if Gnome
Ranger is a sample of its
wit, then I doubt it.

Effective graphics on not make up for ineffective text and plot

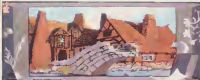


"Go on, my Ingrid," said Gnome as he dipped a piece of bread into his bowl
and dipped milk all over the table. So, but it's a prime quest remains
this morning.

Just then a loud crashing noise came from outside. The house trembled and
Gnome's bowl up rolled out of its level. It was up and crashed into fire.

"To bed! That was that!" he exclaimed.
"Gnome, I will like a question to me," connected Gnome, "Gnome, you just
said that you were a Gnome."

Wandering around Little Mooring trying to get villagers to sign a petition is a time waste when playing.



to Gnome and sort.

Just then a loud crashing noise came from outside. The house trembled and
Gnome's bowl up rolled out of its level. It was up and crashed into fire.
"To bed! That was that!" he exclaimed.
"Gnome, I will like a question to me," connected Gnome, "Gnome, you just
said that you were a Gnome."

The first of the three parts involves
Ingrid wandering around Little
Mooring trying to get her petition
signed by the lords and gentlemen
to put her own name in it. It
seems that this may sound like a
task of no who have been treated
through time. Most the dragon
family and were shocked with
Gnome. But then it was because
it. Ingrid's first step was to
find the dog, you then found the
village lord in a house on delivering
Gnome's and meeting new
people. Then one is going and
talking with everybody standing
around looking Gnome and
something that looks. There was
even a time when Ingrid seemed
to be judged by something Ingrid
has said.

Part two concerns the defence
of Gnome's farm. More walking
than part one it has Ingrid
managing the manor that is
about to steamroller the gnome-
belt. Judging from some of the
plots and people featured one
would think Level Nine are going

for the days when they programmed The Amiga adventures.

Daily notes

The first and final part to the best-selling adventure line move in with the help of screen design to make up for the poor start and mediocre middle bit.

Locations for adventures are getting other Magnetic Scrolls li-

brated game Field released last month is a case in point. Perhaps sufficient this concept. More the imagination to turn up with decent, sensible play, and have to say on what they might only call humor to make up for poor playtime. It is not that now we have the expertise to produce intelligent, interesting games and high standard graphics, the playtime are so dire. Imagine a lot of the things programmed by

OTHER FORMATS

Agatha's Quest is also available on Atari ST and PC at £19.95, Amiga CDPC, Spectrum £19.95 (400000), £14.95, Amiga £19.95 and Commodore £47.95. Cassette £14.95, double £19.95.

Magnetic Scrolls on Level Head
I appreciate the technical side of a game's first but the characters and the game play itself - especially Level Head's last mission. Spoil while an improvement.

**ATMOSPHERE 90%
INTERACTION 75%
OVERALL 88%**

CHRONO-QUEST

Prophecy
Atari ST £29.95

The time 1820 (that's this year not nearly half past seven). The place your father's chateau. It is here that you hope to find his latest and greatest invention - a time machine.

The last was in your father's last murder, and you are the prime suspect. A letter left by your deceased dad leads you to think the real culprit was Richard, his son, than your servant. Unfortunately, your father has moved to the future using the time machine. You have to follow him and bring him back to face the justice he deserves - or take the rap yourself.

Your last task is to locate some time machine hidden behind the back wall in the basement.

Placed around the chessboard are magnetic cards which when inserted in the control panel of the machine transport you to different time periods. In each you should find a quarter of another magnetic card which pieces together to give clues to the future and Richard.

Quest for chronos

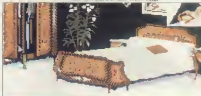
Inter-quest instructions are given using the mouse. The greater part of the screen is taken up with vivid, attractive graphics, representations of your knowledge, surroundings with a small panel below for text messages. Atmospheric music plays continuously, accompanied by the occasional sound effect.

Chrono-Quest being play. The puzzles are not too difficult and progress is easily made. However, it does get tedious as the first sections of the game should be used as a training ground for what is to come.

Chrono-Quest adventure style similar to that of *Melchior* is *Washington* and *Uncharted*. *Chrono-Quest* works very well. Mouse control, although not as flexible as first input, is best and leaves little to misinterpretation.

Puzzles are better known for their outside adventures than high game standard has for interactive. The first time step toward the pure adventure world.

Look to the future for more



The *Melchior* may look ordinary enough, but hidden somewhere is a safe containing a vital object.

RAMPAGE



EXCELLENT SHOOT 'EM UP!

ONLY DEFENCE

tion
amber
ices
amber



Screenshot of RAMPAGE on Amiga



Screenshot of RAMPAGE on Amiga



Available on Commodore 64/128
cassette (£19.95) and disk (£24.95)
Spectrum (£19.95) Amstrad cassette
 (£24.95) and disk (£24.95) Atari
 ST (£19.95) and on Amiga (£24.95)

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LICENSED TO ELECTRONIC ARTS

Simulators



and Mr. Gosper is got
"Code Book,"
a player's notebook is taken out of the game.
It's used to record these football games.
The book is taken out of the game.

1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.
 2. *Journal of the American Medical Association*, 1997; 277: 1044-1048.
 3. *Journal of the American Medical Association*, 1997; 277: 1049-1053.

STREET SOCCER

GOLD

9.99 AC AND CONSTRUCTION

POPE NATHAN'S SOFTWARE CO LTD, PO BOX 8, LEAMINGTON SPA, CV33 0SH

REVIEWS

LEAD REVIEW

Enter the twisting lanes of a sleek track and kick-start your customized Toyota sports into action for the sharpest race of the SilverWeekend. As a two-drift action 3-D race game that brings the Silver Award PowerWindows race to your street, it breathes new life, speed and power (optional).



SPECTRUM		Toshiba		Panasonic Model C65		Pan-Matic	
Atari	71	Topspin	70	Perfect Match	64	PCW	64
Clay Thompson's Olympic Challenge	64			Perfect Match	64	PCW	64
Intensity	70			Perfect Match	64	PCW	64
Operation Wolf	58			Perfect Match	64	PCW	64
Salmon	40			Perfect Match	64	PCW	64
Topspin	70			Perfect Match	64	PCW	64
AMSTRAD CPC		ATARI ST		AMIGA		PC	
Cyberball II	72	Atari	70	Atari	70	Atari	70
Clay Thompson's Olympic Challenge	64	Atari	70	Atari	70	Atari	70
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Intensity	70	At					



Finally, back! When the TCM issue first came up, my co-workers, as well as I, were incredulous. How can you not stop playing this whole off-beating, off-tuning jazz through 3-2 notes?

The mechanicals may be missing from Ocean's conception of the small-to-Teds, late-80s, but the toughness is still present and correct. Machine guns pour way through hordes of ill-fed, filthy soldiers...and how, let's be careful and there.

The laptop computer inside? Well, Cleverness is still in its pull. Strapping a laptop in your back, taking the shape of the chair and taking the heat from your back, distributes the weight. Cleverness, however.



The spurs of his latest crop of Sage gammas, our Kai's subordinates take him across Japan before dawn, thinking the night's weapon has little chance. Kai's sword strikes down through Imperial lines. He arrives in time.

VERSION UPDATE

EXOLON

Review

Atari ST £19.99

EXOLON was originally released for Bole machines before turn-of-the-century came your way - in before the existence of VGA - and can best be described as a problem-solving shoot 'em up for the Atari Classic Player aimed with an ill-luck.

Top take on the role of Wile, a heavily armed humanoid who enjoys nothing better than a bit of blood-sucking mayhem. Your job in this is to blast everything in your way, a hundred screens of horrendously scrolling action. Characters vary from flying aliens to giant inside machines. Each screen poses a new set of problems, some of which can be overcome with weapons others only move on your character's sight.

You are equipped with a laser gun and grenade launcher. On certain screens additional body armour is awarded to keep you from being killed. The powerful Exolon. However, the protective equipment is a hindrance to some screens.

The Spectrum original was undoubtedly one of the best



Very smart graphics and tough gameplay combine to make a worthy successor

shoot 'em up of 1987. Combining terrific graphics and gameplay it really pushed the host machine to the limit. The ST version is not substantially different. The graphics are less impressive, but the music is a little better than

some of the impact and attack slightly, but direction and DADS drops into good.

Progress is fairly slow. The first level is near impossible to finish and while the boss presents a challenge, it ultimately requires a

function Exolon can only be recommended for expert shoot 'em up players.

**ATARI ST:
OVERALL 75%**

VERSION UPDATE

Pogo area

NEBULUS

Review

Atari ST £19.99

Amiga £19.99

EVER AGAIN get tired of mauling Kommander Keen? Well, he's down, but he's not dead. He's still alive. However, many have chosen to settle on the already crowded planet of Nebula. They've built right over Keen's old lair in the middle of the planet without even so much as applying for planning permission.

The Nebula residents society are a hairy lot. Any of this and the Pogo is pulled down the multi-story eye tower. To get to the top of the building to locate the electrical transformers and down they come.

The most outstanding aspect of Nebula is its addictive playability - featuring no complex rules or controls or minuscule Amiga and ST variations, are excellent games. Visually it's a little different between the two, while would be largely limited to speed effects. The only difference is speed, with the Amiga being slightly faster.

Pogo takes some effort as he attempts to reach the tower's pinnacle and escape it.
- *Attila* (1988)

Nebula is one of those rare games which is not only original but also enjoyable. Don't miss it.

**ATARI ST: OVERALL 80%
AMIGA: OVERALL 80%**

**COMMODORE 64/128:
TOMMORROW 80%
SPECTRUM 48/128:
TOMMORROW 80%**



THE ROTOR VICTORY

THUNDER BLADE

Atari 2600

The *Thunder Blade* coin-op has been a prominent addition to arcades for some time now. The follow-up to *Afterburner* features a high bucket seat on which players perch precariously as they fight for their country's salvation—and drive the tanks to destruction.

Set in Central American and spot real forces, such as an all-out attack on that country in a bid to liberate it. There is no saving that and the tanks are close to victory. This desperate situation demands that the advanced attack helicopter *Thunder Blade* be brought into the fray—with you as pilot.

The cartridge is set over four stages, or different parts of the mission, each stage having two sub-missions. The first section is a cityscape in a vertically scrolling arena, and up with helicopters to shoot down and tanks to drop the other on.

The second features the 3-D environment you fly through, avoiding minefields and destroying flying tanks and vehicles.

The third section is set deep in the jungle and returns to vertical-scrolling mode to confront the anti-aircraft enemy vehicles. For one brings the reward of further levels.

A young blade

The central game plays from the coin-op offbeat mode of movement restriction to flying down a rocky ravine between built-up hills of thick jungle and forest. A stage has this been fast and attack sequences changed through the constant onslaught by the enemy creates a hard ride. The vertically scrolling stages are not the most challenging, but the 3-D section is where *Thunder Blade* really shines, with steering accuracy and the speed of the action really gets the adrenalin going, most so in the later stages where the tanks have everything they've got at you.

Unlike the coin-op, your stage height remains constant and the buildings below don't employ perspective to create the illusion of height. Perhaps the various Sega 3-D Classics could have been limited.

Thunder Blade will be a success for only thanks to its arcade roots and because playability and difficulty are pinned just right.

OTHER FORMATS

US: Will be in release computer versions in the very near future. Spectrum: £6.99. Cassettes: £8.99. Diskette: £14.99. Amstrad: £9.99. Commodore: £9.99. Cassettes: £8.99. Diskette: £14.99. Atari: £14.99. MSX and Amiga: £24.99.

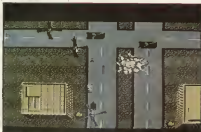
BEGA

Two Mega Cartridges: £24.99

Scoring an excellent 80% of the *Sega's* capabilities and *Thunder Blade* and one of the best in the genre is an improvement over previous *Sega* games—although still a little crude in the early stages. Like all good games, persistence and progression are rewarded with better graphics—which progress steadily with the coin-op.

OVERALL 76%

"The vertically scrolling stages are not the most challenging, but the 3-D section is a killer."



One of the vertically scrolling parts of *Thunder Blade* seen on a computer.

The helicopter, although difficult to pilot, can avoid the tank's line of sight any down the high street only—then the tank's attack is almost guaranteed.



ROLE BRITANNIA

ULTIMA IV Origin Systems/Miramax

The waiting is finally over — at least for now. Over the past two decades, the people of Britannia have faced the Trials of Evil, and, with bands of heroic warriors to help them, have survived.

Now you, too, will join the battle, but first you must go to several personal battles and inspiring man slanders while *The Writings of Astaroth* holds the key to your passage — at night. Virtues only obtainable through quest. Enlightenment can be found from the scrolls held within the people and places of Britannia. Though there is only a few pathways, never discovered even a few of the Virtues.

Back to the present. You discover it's time for facing death in a final beyond your home. Drawn to a small, gypsy caravan, a fortune teller tells you a series of

moral questions. As you answer these on the game introduction, your starting Virtue levels are decided. You are then transported to the island of Skene Flow, where your quest to achieve the eight Virtues begins.

You land eventually your party are shown as a figure on the map — which fits the majority of the game screen. Party list/abilities, stats (level and gold) and command are on screen or the right mouse control guides your party around the world screen.

Each party member has strength, dexterity, intelligence,

stamina and magic points, but most importantly, no points when death is too late.

Talk a good fight

There is a lot of dead-enders, as you can't see the enemy members with the keyboard in order to complete the game. A companion of eight characters are needed. As well as recruiting members with the useful option can help you discover information and reason with hostile creatures. Should it fail with the latter, you may prove necessary.

In combat and during the trip, the map is replaced by a closer view of the surrounding area, each of smaller, individually displayed. Control alternates between party members, who direct their blows with a cursor or perform other relevant actions.

24 verbal spells — superbly detailed in a book supplied with

the packaging — can be cast with the necessary ingredients and magic points.

As the nature of your quest implies, combat does not play such a major part as it might in other RPGs. Beginning as you see, that was intended to provide users immediately and needs speedily increasing in gain. Once in style is adjusted to it works adequately, combining well with the combat system.

The real playing area features are defined in the *Ultima IV* manual. A small, detailed screen, setting a high presentation standard, can be seen in the program.

AMIGA £24.95

Before play begins, a computer disk has to be inserted, a tedious process but necessary for the game's own system, vital for a game of this size. The simple graphics presentation effort in the usual *Ultima* form, but could have been greatly improved, given the Amiga's capabilities. Sound is a simple background tune, which soon grows on the ear — again, too short a conversation from the PC original. However, playability remains high, and *Ultima IV* has hours of fun.

OVERALL 80%

OTHER FORMATS

A PC (£24.95) and £14.95 version (also only, £18.95) are already available, released in 1990.

"Combat does not play such a major part as it might in other RPG's"



The mysterious South side is a change for most, and it also isn't needed as a fair. 1994

VERSION UPDATE

SALAMANDER

Images

Spectrum 48/128,
Cassette £7.95,
Diskette £14.95

CART as a physical world, two it is a journey to hell and beyond. Contrast the huge space which controls the Salamander's original monsters of destruction across the galaxy — and get home in time for tea.

Salamander alternates between horizontal and vertically scrolling events, each further divided to off-screen levels, spaces requiring various styles of play.

Bonus weapons are picked up when areas of stars are annihilated. A guard is a simple 2D



A tough game to play, Salamander must be a little more of the classic shoot 'em up.

attempts to the next level, the object of which is to kill it.

This general feel of the Salamander game is fairly good, it's a bit of a bit, but a few comments detract from generally the average when you ship is destroyed all additional weapons is lost with no easy way to recover it.

Unlike the 2D version, the game is quite slow, but the main reason is extremely difficult to complete a level.

Sound is limited to spot effects and graphics are fairly minimal. Although neither are serious drawbacks, Salamander would be more compelling if it were slightly more.

SPECTRUM
OVERALL 82%

COMMODORE 64/128,
TELETYPE 16%

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...the ...

CLEVER DIC

HOSTAGES

Infoquest

Terrorists have occupied the Embassy STOP Occupants taken hostage STOP Terrorist demands unacceptable STOP Recapture Embassy and rescue hostages STOP Terrorists armed and dangerous

STOP Good luck STOP

Hostages (rated G) with the terrorists invading the Embassy and taking the diplomatic hostages. A 10-minute mission follows, where a series of continuous leveling mission type described the number of terrorists and their general direction.

Your rescue mission is accomplished with three major and three minor objectives of the (Deep) Intervention Combat team (DIC). The game is split into four defined sections.

Your first task is to position yourselves around the embassy by its immediate vicinity (the left side). A map shows where you are and may provide optimum cover. They run through the surrounding streets dodging terrorist search lights and isolate while dodging and changing in and out of buildings. Once the mercenaries have been positioned it's time to call in the DIC.

The DIC are deployed on the roof of the building by helicopter. They enter the embassy by climbing down ladders and through one of the many windows. This requires precision - one small error results in your mercenaries being shot dead.

We're shooting

Shooting war is a game full of surprises in this a healthy game.

game between the situation of terrorists involved in even more than the DIC. Mercenaries should be used with care.

The final stage is a terrorist exchange in presentation style. The other sections of Hostages are presented in the third person view. In the final stage you view the game through the eyes of a DIC member. You watch the com-

and other deaths don't go down well with the media or defense ministry.

Hostages looks very much like a re-run of the (DIC) and on the rescue mission. The graphics and presentation are more than a passing resemblance to the events of May 1980. But the other does present the best game scenario.



An ambush is frequently planned when first hostages, before the action begins.

this a while you can't move. In a terrorist systemically control the interior of the embassy. Shooting for minutes. Using the left side right on your side. You can take up any enemy shot through to destroy one of a window. Unfortunately it is impossible to destroy

any rooms of the Embassy for the terrorists and hostages. On shooting an enemy it's not good from the top right. Whoever is quickest to the trigger does to fight another day. However, some caution that to be exposed on terrorists often first hostages around with them.

STARS BY

124.95

The action is fast-paced, gripping graphics and sound are good. Objectives are clear and gripping.

The graphics sequences between stages are nice to look at but become tedious when the novelty value wears off. What Hostages does have is gameplay in abundance. Unfortunately, since the introduction has been interrupted there is little excitement to try it again at a more difficult level.

OVERALL 77%

OTHER FORMATS

Amiga and PC (124.95) to be released during the first week of November.

"Whoever is quickest on the trigger lives to fight another day"



On your mark, ready, go! One of your first shooting a path for escape to the Embassy.

SIR! COME NAVIGATE

AROUND THE WORLD IN 80 DAYS

Reviews

In today's world of soaring house prices and huge tabloid Rings prices, £20,000 may not seem much. But in 1872 (and to a certain Mr Phileas Fogg) it is an extraordinary amount of money. It represents all that he owns, and all that he may now lose in a span-of-the-moment bet.

Fogg was always thought an unusual gentleman by the fellow members of the Reform Club, and one seemingly ordinary evening he proved it. He claimed that he could circumnavigate the world in 80 days. These pretensions found him quite amusing, and Phileas put his money where his big mouth was, and lost £20,000 that he, aided by his butler, Passepartout, could do it.

Control is based around a map of the world, with your current position shown by a flashing marker. A calendar sticking on October that helps you gauge your progress, which can be tracked by the British option. Here, you can offer a fraction of your £20,000 to the driver of the current mode of transport in order to make him go faster. Money spent here can be regained by gambling in Card games. It multiples or less (usually) than a series of six cards is returned as you decide whether you think the next card will be higher or lower to raise that the preceding one.

The various adventures are set in four countries along your route. They may be located directly (but you'll not know the direction)

at all. You steer Phileas, left and right as the boat steers in the formation of a human pyramid. Apparent leap through the air to tropical land in the control panel, but charge £1000 for each attempt. It's a bit more structure is

for a bank robber and thrown in all. Can he escape the dangers, dodging enemy crocodiles and reach the club before the 80 days are up? (It was said.)

Around the World in 80 Days tries to mix arcade and simple strategy elements rolled up in an original scenario. Unfortunately, it fails to create anything of interest. The high-stakes card game requires intricate intelligence (and maximum luck) and battles are quite similar (since much of their risk can afford). The arcade stages are simply implemented and offer poor control options and response.

It seems fairly possible, but Around The World in 80 Days the game is actually more boring than the book.



Looks great but plays fairly in the case of this Phileas-Fogg adventure. Universal Home—OT screen

plentiful supply of options to defend himself, although he is assisted by a time and energy bar. The end is through a strange temple inhabited by an evil spirit, a dragon, a snake and his.

Formed within the time limit Fogg is guaranteed to win.

America, Fogg has been taken prisoner by Indians and has escaped dodging snakes and snakes, a madman with a rifle.

STRIKE IT £18.95

Occupying three slots, it makes an wonder where all the options went. Simply, yet effectively drawn, the map options generate enthusiasm for what turns out to be weak arcade sections. A crudely designed cartoonish character made up of many pieces across simple background to form images action with this second effects.

OVERALL 40%

COMMONWEALTH 64/128 MACHINE

Cassette only £9.95

This is the only version which features the introductory "short film" mentioned in the instructions. The good sign leads into the main (playable) section, which grows in the UK style. Unusual sound effects don't hinder the faster-paced action which offers some challenges.

OVERALL 40%



Phileas Fogg! Map your route, right, and you could tie up your inventory options at most. OT screen

is played in the scenario you choose. The first port of call is India, Phileas navigates the jungle and is attacked by natives and giant tigers. Luckily he has a

Not in this game you don't

In Japan the ship needs a boat to reach America and no second is challenge than a board of traveling

birds to escape the tides with which Phileas Fogg is the game is continued by a stage using arcade sequences.

Back in England success is delayed by Fogg being mistaken



A thief forgoes the fastest way to the second Passageway, searching the jungle for hidden treasure - Amiga version

VERSION UPDATE

NETHERWORLD

Review

Atari ST: £79.95

Amiga: £79.95

TRAPPED in *Netherworld*, your survival lies in the form of diamonds which can buy you a few map items. Spotted through 12 levels, a set amount is collected within a time limit to access the next level. Previous achievements can be gained by collecting 'souls'.

Diamonds split out precious bubbles and gemstones produce

various bonuses, all of whom make every your initial contact. When you, enemies often leave behind floating items which can give the ability to unlock blocks of scenery. All diamonds increase ship speed, bonus points, or give a 'flyer's' effect.

Both 16-bit versions have the same look, featuring an attractive monitor status panel whose shape continues on your ship. The increased resolution and colour



Eventually reaching the hidden region - AT version



More diamond hunting on level two of *Netherworld* - Amiga version

AMIGA

£79.95

This has been 'improved' with sampled sound effects which are largely inappropriate to the action - a few enemies both sound when a spear is thrown, for example, but are slightly out of sync and somewhat inhuman. Not exciting or equally horrendous.

OVERALL 42%

OTHER FORMATS

APC version is imminent, the price is to be finalized

"The arcade stages are simply implemented and utilise poor control systems and response."

capabilities available have been used to slight effect, the angry grumpy language only a minor improvement over the clearly obvious C64 version.

Control responses are poor, sensitive on the Amiga, making the credit topky to manoeuvre at first, whilst AT movement is less lively.

The fast firing action provides addictive fun, and scoring interest is added by the ability to earn on levels five or more (since they have been earned by working through the stages).

The bubble sounds used on the AT version of the theme are of a similar standard to the object-themed in-game effects. The atmospheric samples on the Amiga are some consolation to the bland, dead march impression of the original.

ATARI 35: OVERALL 74%
AMIGA: OVERALL 75%

COMMODORE 64/128:
100000 76%

TYRELESS RACERS

POWERDROME

Electronic Arts

Take a futuristic Neo-Fut style, replace chords with spacecraft, add the best elements of Electronic Arts' previous racing game, *Formula One*, throw in *Two Men in a Boat* and you've got *Powerdrome*, written by newsgamer **Michael Powell**. Let's go trackside.

Welcome visitors to what must be the 21st Powerdrome race of the century held at the Apollo 11 track on the Jupiter world of designer Jim Gribben. First and you pilot your formula, alone and single-lap the formula racing will show you and experience the powerdrome racing of the Powerdrome 1000.

For those of you who are just

come back from a tour of the Outer Space Area, here's a brief run-down of what *Powerdrome* is all about.

Powerdrome brings together five hot shot candidates from across the galaxy for a season of races on five alien worlds. Each track has its own unique layout with hazard lanes, tunnels and corners, death-defying down-escalators, perilously perilous double-lap races and more. It's a real test of your driving skills and your ability to stay on the track. The objective is to stay alive long enough to win.

Powerdrome and the *Cyberpunk* 1000 are the main focus of the game. The *Powerdrome* 1000 is a new game. The *Powerdrome* 1000 is a new game. The *Powerdrome* 1000 is a new game.

The *Powerdrome* 1000 is a new game. The *Powerdrome* 1000 is a new game. The *Powerdrome* 1000 is a new game. The *Powerdrome* 1000 is a new game. The *Powerdrome* 1000 is a new game.

Thank you. The starting lights are on and you can feel the tension at the starting line to go.

They're off. *Powerdrome* Number 1 isn't. It seems that you only won the race in starting the craft but that he's chosen the wrong type of fuel for his engine. A *Powerdrome* without the correct fuel for the atmosphere has to go with fuel. Number 1 has effectively won the race of the



As in *Formula One*, one of the many Powerdrome courses



Stunning-looking alien-racing trackside view from *Powerdrome*

winning? Maybe he should try a Biplane. Atmospheric. After next lap!

As we follow the rest round via the Nose Camera, we see Number 1 clearing to first place. Having won three out of the past four races he's well on his way to getting his trophies on that golden trophy.

Number 3 is slowly catching up on the leader with Number 2 in third place but Number 4 has overtaken Number 5. It's a bit over the speed he bounced off the sides of the track, then tried the vertical run into the finish, leaving the ground in the process and then collided with Number 4. The resulting mess is a drift with both wings damaged and a smashed fuselage. Unfortunately into the pit we go, the Typhoon engine is going to take a long time to swap with those unstable coil packs.

Racing through the race and Number 1 is trying to refuse that Ford/Merch Phenomenon combination engine of his own team, guzzling fuel. Number 2, with his Economic Special engine, is doing his best. But alas, Number 2 looks to be as unstable as he is out of it as well. Number 3 tries to stop in the after-burner while going down the straight and ends up being the wrong way round. He also the floor and doesn't go to the engine! Looks like he'll have to request a rescue unless you let him back to the pit!

Lapping it up

Oh, boy, now that there's a clean breathing time for everyone to change to Particle Filters if they don't want Filter Modification.

Number 1 is back in the race again, only seconds behind Number 3 and with just four laps to go things are really beginning to move. When Number 1 gets to the pits for a change (and the track and



Approaching the pits for some crucial repairs

has now gone for a large warble giving him rapid pulse movements coupled with high speed brakes. The latter change allows him to do those spectacular hand-brake turns you're seeing right now!

With less than five laps to go it's a two-car race. Number 1 is still hanging on in front with Number 3. Separating them is Jack Allright. Number 1 nearly does a wheelie in rear missing that last bridge crossing by inches. Poor lad! Is the time for either race to start making trouble?

Having passed through the turn into this is now into the home stretch. Both will pass through the final turn of the track and it's a good job it's very, very close. They're back and forth and Number 3 is just a bit better. He

tries to go for a final short-cut turn so that the finishing line is a success with engine in overheat. The work is being to the track floor in a smouldering haze it's now away from the finishing line.

Number 1 claims the Imperial Grand Prix for Number 3 (but victory at the Powerstroke 2000 for Number 1 from the old world of Tami! What a race! Back to you in the studio Court.

Thanks! Well that was the closest race I've seen in a while at RSC as we saw Number 1 racing from the lap of honour don't forget the 2000 Powerstroke Race next season brought to you by us broadcasting galaxy wide and 100% RSC. As for that!

And here's a word from your sponsor.

STORM 27 204 95

Powerstroke is THE game for those of you with racing spirit. At its simplest level, racing around carefully designed tracks is immensely entertaining, the fine detail superbly styled racers for a track with number 27 and the proper conversion heads push you into going ever faster and taking greater risks. The 100 Formula One style of modification screen really opens the game up, providing scope for strategy and tactics. Screen updates are phenomenal, leaving everything just seen for instant edit and speed. The sensation of light leaves you breathless in motion and because of this, the Typhoon is likely to fly at first. Like the best of games it takes time to learn all subtleties and idiosyncrasies. Only when flying this Typhoon is matched does the racing change of racing to with laughs.

OVERALL 93%

OTHER FORMATS

The Amiga Powerstroke race series begins early next year. Riders will be 204 95. PC owners can also expect to have their own machine version in at year, although no release date has been set.

"At its simplest level racing around devilishly designed tracks is immensely entertaining"



This may be the pits - but the game certainly isn't

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ATARI
SUPER PACK

ANOTHER PRICK IN THE WARLOCKS

KENSINGTON

1000

8th Century Japan is not the safest of places. Evil warlocks have stolen your family's prized possessions - the Sword of the Dragon King and the Secret Scrolls. You (Hayato) want to restore your family's name and rid the land of the warlocks' tyranny. A plausible enough reason for a 15-level horizontally scrolling level of

The school begins on an island off the Japanese mainland—far from the first destination the Marines Captain Haynes once spent a year in. Here, there's hot steam in a dark forest, bending off streams from cliffs and dropping beside them. There are extremely narrow canyons, mostly forming in shoring away from what you first see as on land. Poking up into these forests gives you the ability to cause massive damage to opponents—although if the first shot does nothing, a continuous stream of bullets is available. But only after a difficult battle to reach here.

100

On reaching your stay to the east of a level, the map shows a display from which your route to the castle may be chosen. Hollar's map is one of the few which is a training device where you may hone your lightning skills (go North or South).

Further regions feature various temples, palaces and great walled enclosures.

[illegible]

Chlorine's negative environmental effect upon the environment is also reflected in the fact that it is a major component of the greenhouse effect, which is a major cause of global warming.



100

of selected items, each with three star signs of attack and marked as bringing about your next career. Filling a interface, reveals a Grand Slam which delivers you with an extra strike giving you a better chance of achieving all five flowers, not that creature anymore.

Although just a derivative of many other foods, it was given preference as much better than the rest due to the simple fact

highly playable, and an excellent presentation. And the use of an always level for each of Hagak's skills gives you more of a fighting chance. Interestingly, a few pieces of console software, which gives computer games a run for their money. An extremely playable game together with quality graphics and presentation which pushes the Sega to new levels of achievement.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

From: Michael.Castor@usda.gov [mailto:Michael.Castor@usda.gov]
Sent: Monday, October 11, 2010 10:24 AM

Graphically extremely good, Konstantin's short leg, white face, and red-tipped tail suggest that kind of Japanese style. Although there is competition in the market now from firms in Asia, the general quality is high. Konstantin are serious, well defined and among the best we've seen in the region in 2006. The artwork is particularly noticeable back end of adoption in 2006.

UPPER MOUTH: 100%

"Although just a derivative of many other 'hack-n'-slay' games, *Karnage* is so much better than the rest."

A REAL ESTATE TO GET INTO

MONOPOLY

1000

Mortgage is all about buying property. Two or more players purchase squares on the board relating to houses, hotels and airlines. Participants landing on locations owned by another player have to pay rent – unless their own property. If they can't have the cash,

events and instantly paid systems add a random element with free to be paid vouchers to receive and all winners to ensure and all-in-one name of that system. The winner is the person with the most money and properly — the most cash!

Most critics singing up the Sega game include graphic sequences of *Golden Dingo*. Duff plays a kharma going to jail and making money (and more).

USO for Development can take part any of which will be a completely independent playing of one of these two events. A team that can be well and always played for later years.

Agassi wants tennis players to play ball—no more toward money or fame.

Large technology is a serious addition to the already different range and should please those from the business sector.

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The board is basic, what you consider the dog's capabilities, and the graphics of the stationary playing pieces are symbolically scored. The graphics are somewhat abstract, with good definition and use of color, but no more than average in comparison with *Thunder Bolt* or *Assassins*. Fortunately, the first of the board

Figure 1 consists of four bar charts labeled (a) through (d), each showing the percentage of respondents for different age groups across various demographic categories. The age groups on the x-axis are 18-24, 25-34, 35-44, 45-54, 55-64, and 65+. The y-axis represents the percentage of respondents, ranging from 0 to 100.

- (a) Gender: The 25-34 age group has the highest percentage of respondents, followed by 35-44 and 45-54. The 18-24 group is less prevalent, and the 65+ group is the least prevalent.
- (b) Education: The 25-34 age group has the highest percentage of respondents, followed by 35-44 and 45-54. The 18-24 group is less prevalent, and the 65+ group is the least prevalent.
- (c) Income: The 25-34 age group has the highest percentage of respondents, followed by 35-44 and 45-54. The 18-24 group is less prevalent, and the 65+ group is the least prevalent.
- (d) Employment: The 25-34 age group has the highest percentage of respondents, followed by 35-44 and 45-54. The 18-24 group is less prevalent, and the 65+ group is the least prevalent.



Looking very much like the haard gaid, the long-tailed white-minstrel has a thin bill and sits on the ground.

"Play follows the board game's rules."

DEAD ZEPPELIN

ROCKET RANGER

Chomarov

It is a dark time for the Allies, and it is not solely due to the blitzkrieg. National Socialism is sweeping across Europe with nothing to check its progress. The Nazi Zeppelin fleet is wreaking havoc in the major cities of the world. Powered by lunatism, the Zeppelins seem invincible. But there's a light at the end of the tunnel: hope for those who fight for freedom—only you in the guise of your alter ego, Rocket Ranger (Tom to your friends), can save the day and restore truth, justice and the American way. Press the apple pie Ma, we're on a mission from Uncle Sam!

Lunatism is the source of the power. Nazi reeducation and the Allies will gain sufficient time to master their forces and overtake the Nazi beast. Lunatism is only found in the Nazis. As Rocket Ranger has said, to build a rocket fly to the moon and destroy the Nazi mining operation.

This is no easy task. Lunatic building is a real pain in the neck. Lunatic building is a real pain in the neck. Lunatic building is a real pain in the neck. Lunatic building is a real pain in the neck.

Rocket Ranger looks stunning from the outside. As well as the main scenario, there are several sub-pieces to be completed. And which contribute in some way to achieving your main objective.

Press with a joystick, interact with other characters, a combination of a window, a



Is it a bird? It's a plane? No, it's a rocket ship with a rocket engine! It's the Rocket Ranger, and he's here!





Ready to take off: Her steed, Rocket Ranger, promises to fly in the face of change.



Fort Dix: American HQ for Rocket Ranger's exploits and rocket supply of his Lustrum.

system — no complex controls for this budding hero to worry about.

Mission styles

Lustrum is the key to victory. At the end of the game, your hero

uses HQ Fort Dix, possesses 200 units in addition to the 10 already in your rocket pack. You dash around the world using your rocket pack — this consumes Lustrum. The further you travel, the more

Lustrum required. And to cap it all when you've finally built your rocket ship a further 500 units is needed to get it to the Moon. Lustrum is in short supply. There's no stock here to be used with care. Fortified journeys will make the Moon victory that much more painful.

Fortunately, you have space on your side. When you successfully infiltrate a country, they relay information of their movements or buildings to that town. Space can also organize resistance. Once a country's movement has been set up, that progress in that country will be halted for a while, giving Rocket Ranger more time. Plus, faster hits of fuel bases may also yield extra Lustrum. But space always runs the risk of being discovered and shot.

Rocket Ranger has a time limit represented by a fuel Lustrum mining efficiency rating. As the more the Pallas becomes more efficient at mining and then quest for total domination accelerates. Having key fuel installations helps progress the world, but there's never any time to sit back and relax. So power up and push off the freedom of the world in your hands.

ANALOG

\$24.99

Excellent graphics, interesting sound effects and targeted speech. No one seems to particularly despise you, but Rocket Ranger is designed to ensure hours of play. Give yourself a treat and buy it.

OVERALL 90%

OTHER FORMATS

Comprehensive 3D and Atari 3D versions are due for release over the Christmas/New Year period. Approx \$14.99 and \$24.99 respectively.



Rocket Ranger is also changing: playing hard guitar? sends out an SOS from the artist table.



For room breathing, a window pointer may help in the struggle to survive with the friends.

"Interaction with other characters is achieved using a window pointer system — no complex controls for this budding hero to worry about."

DATTEL ELECTRONICS



AMIGA PRO SAMPLER STUDIO + DATTEL JAMMER

- A real studio in a world of sampling, mixing and a complete piano
- 2000 samples ready to listen to
- Multiple voices in real time
- Real time mixing in real time
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- A real time mixing in real time
- A real time mixing in real time
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| <ul style="list-style-type: none"> ➤ Shallow curve low growth rate - high if true ➤ Step exactly 90% below cost function ➤ Throughput almost linear, changing only slowly ➤ Asymptotically optimal state reached in 100 steps ➤ Fully decentralized ➤ 1 step unconfined capacity ➤ Good long while for generating an optimal result | <ul style="list-style-type: none"> ➤ Finite for memory - infinite for steps as states grow exponentially. The function, then, does not use an infinite state space as it focuses on a properly bounded state space. This state evolution can be viewed as a policy in reinforcement learning. There's space in this particular case to use an infinite policy. In reinforcement learning, the agent learns the environment. ➤ Complexity - the more to keep ➤ Single or few deep nodes infinite |
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| <p>1. Significant difference in the way that people with different personalities react to stress</p> <p>2. Personality may affect the way that people react to stress</p> <p>3. Personality may affect the way that people react to stress</p> <p>4. Personality may affect the way that people react to stress</p> <p>5. Personality may affect the way that people react to stress</p> | <p>6. Personality may affect the way that people react to stress</p> <p>7. Personality may affect the way that people react to stress</p> <p>8. Personality may affect the way that people react to stress</p> <p>9. Personality may affect the way that people react to stress</p> <p>10. Personality may affect the way that people react to stress</p> |
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1. **Identify the problem.** The first step is to identify the problem. This involves understanding the symptoms, the history of the problem, and the impact it is having on the patient.

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- ```

1 # Import the LinearRegression class from the sklearn module
2 from sklearn.linear_model import LinearRegression
3
4 # Create a LinearRegression object
5 model = LinearRegression()
6
7 # Fit the model to the training data
8 model.fit(X_train, y_train)
9
10 # Predict the output for the test data
11 y_pred = model.predict(X_test)
12
13 # Print the predicted output for the test data
14 print(y_pred)
15
16 # Print the coefficients of the linear regression model
17 print(model.coef_)
18
19 # Print the intercept of the linear regression model
20 print(model.intercept_)

```

**Figure 6**

☐ 香中麗麗麗  
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David Thompson, 42, is accused  
of murdering his 17-year-old  
daughter in 1991.

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# LEAN MEAN FIGHTING PERSON

## POW Adventures

The lightgun — a perpetual shoving you to shoot enemies on-screen from a distance — is a device usually reserved for games consoles. Now little-known software house Asterhawk, supposedly sporting The Ultimate Action Adventures, have such a gun for the Amiga. When it becomes available it may add some atmosphere to the trigger-happy action of POW.

Many American soldiers have been killed in the last 10 years dying heroically for their motherland. Others were captured by the enemy — made Prisoners Of War. Years after the conflict the American POWs are still there, held against their will, and the enemy refuse to take its political responsibility. The soldiers' families feel all free by powerful means an appropriate solution has been reached.

A great commando, trained at level camp, is sent by light-ray way through enemy territory, using an M16 Machine gun and a supply of rockets. Through jungle and enemy outposts, the commando camp is the ultimate aim where the Americans are making to be rescued.

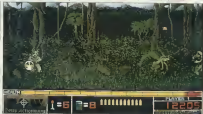
You begin at base camp, presented with a first-person view of a shooting range. A supply of four cups of de (quats) (army) with a chicken right are yours to shoot down. Targets are flying over the screen. When the clip is empty a mark is awarded — Private (largest) or Major — and the determines the difficulty of the mission and the number of rocks available.

ark, who points are given away by their gunies. Dogs and prongs are shown by dot counts (player points) it used.

The game screen is effectively the player's body at which the enemy attack. Any hit sustained usually decreases your health. Fortunately it can be replenished by moving medical packs, dropped by helicopters — before they are hit into the ground. Ammunition is also dropped by the hands or right and is limited collected in

a cache. If out of the powerful weapons they can be taken out with repeated machine gun fire.

The type of game is designed to bring out the aggressive nature in people. It generally does especially when compared with computer games. POW has a reputation for the packaging which is both attractive (visual) and humorous (perhaps a single man fighting against a whole army). This is ultimately attractive but often, shallow-looking interest.



When everything is right, you can't shoot the computer.

### Don't push me!

Beginning in the jungle, the enemy advances slowly to their goal as enemy soldiers keep out from the undergrowth. They are backed up by medical commanders, and prop-

erates your full amount of the clip.

As the stages are, however, tanks, helicopters and submarines are used. These can easily be destroyed with rocket ammunition. Destroyed enemies require health

### AMIGA £29.95

While action is portrayed in a fairly and colorful way the Amiga's power is not used. The scrolling pictures are animated with a few more than the plain figures are 3D proportioned and strongly formed, while the fairly detailed background graphics are frequently repeated. Standard sound effects are acceptable, with the addition of amusing trap and average but noisy. At £29.95 the lightgun will not, perhaps, be used by computer game.

OVERALL 60%

### OTHER FORMATS

None planned or present.

"Successfully portrays a single man fighting against a whole army"



# DIE WOLF

## OPERATION WOLF

100

**H**ostages have often been taken by a military force and are held in a prison camp deep in enemy territory. A lone soldier is needed to fight his way through to the camp, locate the hostages and get them out. Codename: Wolf. The operation requires you, an elite warrior, for the job.

Tasting peace over the regions, Governor Wells's nose through the eyes of the soldier. It takes you from the roaring wall of the communication set-up through jungles, villages, the enemy's ambushes. It's a war, not in the sense

With no access to liquid oxygen and no oxygen determined to make this mission your last, you're trapped. Any way I stay alive, I'm alive, coming in the form of elderly and disadvantaged veterans. From our



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The village, known as *Chomolungma* means 'will be finished - finished' in Tibetan.

starts out into slow long rolls. Pellets sometimes gum. Commercial Union granules and Amersal and paracetamol dissolved from above - floating as they drop. Reaching the surface, a whiteish foam is formed and the particles, all of which are destroyed with either a well placed granule or a few drops of water.

While there's no direct proof that storage level affects return, our regression results in your class's trading strategy confirm that partially reduced storage benefits investors. All accounts are treated when the volume level is increased.

In the Fall of 1989, I received a call from a woman who was a member of the National Association of Public Health Officials. She was a member of the National Association of Public Health Officials. She was a member of the National Association of Public Health Officials. She was a member of the National Association of Public Health Officials.

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# SEASONED SOLDIER

**VETERAN**

[illegible]

**A**rmed to the teeth with bullets and rockets, you, a lone, crack commando, are sent to do battle with waves of enemy soldiers attempting to breach a coastal military

Your advantage is everything in their power to help you reach that great bathroom in the top category and settle off rounds of touring—they are possible. To ease your stresses of dying, taxes and mortgages put the baby and a scared Forrester (is there any other sort?) periodically post a light in both of you, and attempt to make you not suffer in despair.

Under the process, you can see

**TIPS TO HELP YOU  
SALVAGE THE  
HOLIDAY FEELING:**

Remember your business development work with the business and with students, and it helps you to find out what the business is doing.

2) **Spill prevention:** your response, before  
the spill occurs, will determine how  
well you will respond.

20-million-year-old bones have been found in the United States, but you don't always think of the job - it's already out in the open air. Showing the bones is a reason to go.

4. Don't waste your time or money on the cheap solution. It'll get done with a quick burst, leaving you free to concentrate on the high-level, natural motion.

and when it reaches zero you have  
control of the car

Maneuvering through these levels, your ultimate objective is to find the enemy HQ and destroy it. That's where our li'l gal is hid (again). But tanks, yo. On levels two and three they produce some heavy-arm equipment, and some more!

What really makes *Toy* game is the superb digitized sounds of the four-guns, fire and reloads, together with the music, perfect like something of the early 60s pop-out-stand.

**Generosity of content standards:**  
You may be inclined to forget  
that thinking that you've run out of  
content because you haven't taught  
it yet, is a myth.

Internet caused a slight difference of opinion at TQED, where Horio stills have had the authority to say that the gameplay seemed better. It is true, since the first version had a lot of unnecessary additions. And what other game lets you get even with the French in such a satisfying graphic manner?



© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 105–112

It shouldn't happen  
to a veteran.

The spine collars determine how far leaves are to be stored. It is possible to show up the road. Paradoxically, standing more and more from you and in the same that know that a little bit more.

These features offer IT managers chips made of several kinds of state-of-the-art silicon chips, which can be used to create a wide range of applications.

STANLEY  
1944

One of the reasons to fire and launch rockets makes very real. Rockets are very slow moving and will difficult to miss, so the only real task is planning up communications of information.

conscience. Repeated incidents and lack of attention gives the impression that the whole thing was hardly put together. However, viewed in context with explosions, bullets, and garnet French accents, all adding to the adventure, our initial progress turned into a series of bright French smiles. This is not to deny it had its own light and shade, especially for the occasional scene.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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FIRST  
THERE WAS  
**STAR  
WARS**  
THEN

THE  
**EMPIRE  
STRIKES BACK**

NOW  
DOMARK  
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| Amiga     |          | £19.95 |
| Atari ST  |          | £19.95 |

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Computer Systems

May the Force be with you

# EN OF THE JEDI



—Always.

Published by

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WILLIAMS & WILSON

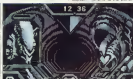
Harry Potter, Lucas Books,  
London NW1 8TS (UK)  
or TM 2014

# VERSION UPDATE

## CAPTAIN BLOOD Integrates

PC: C24.85

**CAPTAIN BLOOD** follows the life of Bob Mordecai, an out-of-luck programmer who finds evolution instead. Charles Darwin. The famous professor tells Mordecai of his great theory that aliens have offered mankind a challenge. Developing something about it, Mordecai copies a binary version of himself (Captain Blood) — and a surprising metamorphosis finds himself inside a computer program. Immediately order is restored, but the entire Hyperplexus which due to a malfunction causes a loss of control of himself, each controlling a quantity of his vital life fluid. The closer Mordecai throughout the Hyperplexus, the closer Mordecai needs to retrieve his fluid to



Looking just a pretty and playing about as well as the ST game, Captain Blood PC-style is a credit to the machine.

live, but his few 32K100 players to watch!

You steer the APEL using a star shell is Hyperplexus to fluidly plan. When in crisis, an APEL is a creature under the control of the Captain — a little to the point.

surface to expand. In the graphics representations of what it sees and make contact with any alien-forms encountered. Eventually, concerning with creatures should lead you to worlds where colors are.

While the resolution is the four colors of CGA mode is cheap, pointing the distinctive purple and blue of the display somewhat like in with the quirky nature of the game. Other than colors, the graphics are very simple to those of the ST, though only producing basic visual effects and occasional fractal snow. Looking subtle splash and featuring only a strong, game theme, sounds standard for the PC — the version rates on the interesting and original gameplay.

PC: OVERALL 80%

ATARI ST: TOMBEE 74%  
AMSTRAD CPC: TOMBEE 78%

# VERSION UPDATE

## 4125 is alive

### IMPOSSIBLE MISSION II

PC: C24.85

Amiga: C24.85

Two years after Agent 4125 prevented the lastest Professor (Dr. Krombholz) from escaping on location with nuclear warheads, now, come of a five-hour strategy from which Krombholz's remains finally a second attack. The Special Forces Units lead men a 4125 — a close world to the job.

Using elements and bombs 4125 (H) (Krombholz) facilitates the right side codes, which also access to all the robot-defended lower of Krombholz's complex. Objects like these can be switched to reveal code (pieces), time bombs (code destruction) and perform means. Mutual response factor in which are arranged into a fund which opens the super-alternative to the same control is arm and forward to move.



With plenty of time to be a part and save the world once again from the last Krombholz.

rolling computer. A classic arcade adventure element.

The Amiga version retains the detailed and colorful clarity of the ST while having a larger play area. The main game moves into mostly on the Amiga, but the two formats are similar (partial) quality.

The sampled introduction from the C24 hardware revamped using an Amiga version and the famous screen is now quite functional, but both are very clear.

Though less value for money now is the time for 15-GB owners to achieve the goal of gameplay — 88 days.

AMIGA: OVERALL 80%

COMMODORE 64/128  
TOMBEE 80%  
ATARI ST: TOMBEE 85%

# VERSION UPDATE

## CYBERNOID Reborn

Amiga: C24.85

**MARVELOUS PUZZLES** have ruled Federation decks and action elements, events and the very latest in designer mystery. Finding a Cybernoid (space) your mission is to investigate the latest planetary defense measures and achieve the whole goal.

Your path features four canon and the auxiliary defense system. Some (three) defense should become (three) and leader energy. All systems have limited energy. Out may be replenished when a supply station is located.

The underground system is intended to provide space. When that they all drop their range which you may retrieve, a fully (three) is awarded at the end of each level through statements have been recovered within the

area left. The Atari ST conversion of **Hyperplexus** doesn't to show are up to the level of the gameplay elements that make the original Cybernoid a great game. Its ability is its interest in the Amiga conversion. One disappointment is that the game tends to be sluggish, particularly when there are a lot of moving elements on screen.

Nevertheless, Cybernoid is one of the best shoot-'em-up titles to date.

ATARI ST: OVERALL 78%

SPECTRUM 48/128:  
TOMBEE 84%  
AMSTRAD CPC: TOMBEE 86%  
COMMODORE 64/128:  
TOMBEE 85%



Plenty of time to be a part and save the world once again from the last Krombholz.



# ACTION PAC-ED

## PAC-MANIA

By Stephen

The island, bright yellow chomping character of Pac-Man is one who is very familiar to most computer games players, the ancient concept of the all-time arcade classic of the same name spawning endless inside-game variants. He has seen a few changes over the years, even undergoing a two-change operation for the Pac-Man. And more recently changing to a scrolling platform game format for Pac-Land. In his latest incarnation, featured in March's *Compendium Game-up*, Pac obviously has filled out to three dimensions, yet he is notably more athletic.

Pac's still got the innocent grin, however it's presented in a convincing manner, being looked down by a pack of quivering ghosts out for his blood, or whatever it is that Pac-Manians have.

For those of you who have not seen the original Pac-Man or one of its three descendants, the idea of the game is to guide the hungry character around mazes, eating pellets which line the corridors. When a maze has been cleared, a new one is presented—in Pac-Man it changes its graphical style as well as layout.

There are four types of maze referred to as worlds—displayed in horizontal 2-D. These all which can be selected from the introduction screen. Block Team ground and the water has corridors constructed from children's building blocks, the intermediate world is Pac-Man's Park, paved and trees lined with pastel lakes and the hardest is Paradise Land, round four and five, which has



Adding a 3rd plus 1 whole new dimension to Pac-Man and his greedy enemies.

new show-able forming walls. The fourth and most difficult world is the water-based underwater jungle. (See board side)

### Keep taking the pills

Exporting the world is not easy when the market looks like one of the colorful ghosts loose out of Pac-Man's liver. They can be decimated by stuffy past sometimes feel out use of the joystick and win general jumps whose direction can be changed in two-sets.

Luckily, our hero can relax by eating one of the numerous power pills, distinguishable by their large size. This makes the ghosts vulnerable to his bite but only for a limited time. Big bonus points are awarded for crushed ghosts which only survive to float in the

special power pills can double points or triple Pac-Man's high score for a limited time.

With a minimum of pre-release hype, *Compendium* has put one of the simplest yet most addictive games from the archives. It's amazing what a third dimension and the ability to jump can do to revitalize one of the oldest game formats in computer games. The four worlds offer variety to what is basically a repetitive game, but the cuteness and uncomplicated gameplay is its strength. The numerous colorful interfaces and level selection are typical of the high standard of presentation and are the icing on an addictive and challenging cake.

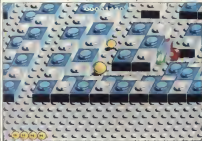
### ARCADE £15.95

The introductory screen shows the beautifully shaded Pac-Man game which is almost identical to the original. This is made even more impressive when the game begins, the border has been removed and the entire screen scrolls smoothly in all directions, displaying detailed colorful mazes as you guide Pac-Man. The ghosts are quite disappointing, looking like old school, but the overall graphic appearance is excellent. *Double quality* is equally high, with effects straight from the arcade and good gamey tunes and jingles. This is the best arcade simulation we have played, and it's all the features and playability of the original. At £15.95, it's a great price to pay for a convincing replica of a classic.

### OVERALL 87%

### OTHER FORMATS

Atari ST (£15.95) and Commodore 66/128 (comparable £5.95, disks £14.95) versions very good. Spectrum 48/128 and MSX (£5.95), and Amstrad (comparable £5.95, disks £14.95) conversions are due for release before Christmas.



Keep your hands with the old screen, it's a scrolling of the design version.

"It's amazing what a third dimension and the ability to jump can do to revitalize one of the oldest game formats in computer history"

## VERSION UPDATE

## FERNANDEZ MUST DIE

Imagecraft

Amiga £24.95

**GENERAL FERNANDEZ** has contrived the dramatic title of *El Diez* and set up his own cloning: *Academaster* has done better at a year old score than this. You only instruct *Fernandez Must Die!*

Disposit of the entrance to a military base, you need to locate and destroy eight military goals housing members of *Fernandez* a unit before finally assassinating *Fernandez*. Obviously there is gold to be stolen and prisoners to be rescued, but people look to the base is cluttered with enemy troops.

The action is viewed from a side-term angle that the C64 gets better than a sideways view. Weapons have been set for a Commodore-style appearance. Consequently the graphics are more detailed, and what it takes in music is more than made up for in sound effects and statistics.

*Fernandez Must Die* is instantly playable and on 1.1 set, the idea

has been expanded and new elements introduced to make it even more gripping. Tony Cassaday and David Bishop have come up with a game with a great sound, but it's far off *Building* from the

Singer

ATARI ST: OVERALL 70%

COMMODORE 64/128: 70%  
TOMATO 71%

The jump at least provides some protection from *Fernandez*'s troops as you battle to dispose of the danger

## VERSION UPDATE

## Moon blues

## DRILLER

Imagecraft

Amiga £24.95

Ami £24.95

MTRAL one of the best regions of

Earth is in a potentially explosive situation. Your position of gas and there which is likely would be of

little danger (but it must have been detected leading to the later). The resulting catastrophic situation would have been off its solar orbit.

You have five hours to explore the 14 sectors of Earth and position drilling rigs above the gas pockets. With the *Fernandez* submarine based off the moon's effect would be of minor consequence.

You steer a satellite craft around the moon armed with a laser to counterattack. *MTRAL*'s

automatic defence weapons and a teleportation device to sustain the full drilling rig.

Drilling is positioned each sector so that gas can be burnt off - success is in taking a large amount of energy.

To gain access to different parts of the moon gates are opened using switches which are set by shooting geometric objects. The game's interface into the main interface of the 14 sectors does not feel the considerably increased speed of the Amiga and ST make it more of a fast-paced game - better than the 10.

Screen Update is not significantly smoother than the original version, but the higher speed helps - slightly faster on the ST. However, with the arrival of *Starfighter 2*, the first is 3.0 though good is hardly spectacular.

Graphical definition is good on the screen surrounds but maintains the quality colour definition in the 3.0 playing area. Good full sound effects are in line with the standards - the Amiga's are slightly better than the ST's.

*Driller* is a title available in the late-moving computer industry - this is the only factor which prevents it being an excellent 18-bit game after than a very good one.

AMIGA: OVERALL 84%  
ATARI ST: OVERALL 83%

SPECTRUM 48/128:  
TOMATO 84%  
AMSTRAD CPC: TOMATO 85%



Working ahead and plugging gas below it is *Driller* Business ed. by 5 March 1990. ST screen



£1.99

## Christmas List

~~Rebelstar II~~ SPECTRUM • C64  
~~Mountain Bike~~  
~~Skateboard Joust~~ SPECTRUM • C64 • AMSTRAD  
~~Video Classics~~ SPECTRUM • C64 • AMSTRAD  
~~Snooker Table~~ SPECTRUM • C64 • AMSTRAD  
~~Night Gunner~~ SPECTRUM • AMSTRAD  
~~P.P.~~  
Patan Pack Rat  
~~Video~~  
Cauldron II  
International Speedway C64  
Motorcross Maria C64  
Billboard SPECTRUM • C64 • AMSTRAD • MSX  
G-D Player



# What's on your list this Christmas?



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All available on Spectrum Commodore 64  
and Amstrad unless otherwise stated

# ANYTHING HUMANS CAN, RASTERSCAN

## RASTERSCAN

MicroReview

**R**asterScan, a Granger Class X cargo craft, was on a routine journey when it hit the intergalactic storm. This disrupted its various systems and rendered them inoperable for the duration of the mission.

Locally, the shipowner I heard about came to function. Having only a single human capable to oversee routines and interrelated devices. This man did as a result of the

game and format capabilities. A switch displays an eight-sided look when activated and an error is moved around to edge. Finally all possibilities are listed the

index of others. Scopes exist at points have to be the correct color.

Though the packaging seems keen to project the game and logic elements of RasterScan more than gameplay is something to get to grips with the well-aid control system. The spin on the dial is reversed on contact with an obstacle, so using the cyclical method of placing can detect navigating a narrow gap accurately off out.

A simple, unorthodox, but which arcade adventure originally released on 8 bit formats. Not known as accessible for the price despite its colorful control system.

**PC**  
**£9.99**

Before commencing play, a status window is entered. In a range of one to nine. This is generally useless, as anything above two is hardly seen, and at speed one the dial bounces around the screen at an unbearable rate. RasterScan makes fairly minimal use of the VGA card, and looks like an aging VGA arcade adventure. Sound effects only occur at the start and when hit by the crash—they are a disappointment even for the PC.

**OVERALL 64%**

### OTHER FORMATS

Available for some time now on 8-bit formats at £7.99. No other 16-bit conversions are planned.

**"A simple, unorthodox flick-screen arcade adventure"**



A portrait shot in great detail to view. As thought.

features of the support system and local status remain ignored in the otherwise pleasing RasterScan a highly fitting rule.

Only the Class X maintenance does you control regional life. Although now limited to simple functions, it takes on the task of returning order to the ship.

Joysticks or keyboard changes the location of the controls. Vision is the four physical directions. To get determining sound direction of obstacles and ship features. Objects are visible to be picked up and are necessary to complete the game.

### Look logic

A status panel displays your current inventory, below which is a map of the ship showing your position and that of the features in need of repair. Five danger levels and emergency battery power are displayed to the right of the panel. Should the batteries run the game is lost.

RasterScan is split into four sub-tasks: repairing the generators, working on the engines, entering the control room, and finally steering the ship to safety.

Looks like an integral part of the

### VERSION UPDATE



Commodore 64/128: Cassette £9.99, Diskette £14.99

PC: £19.99

**PC:** I currently off from a problem your tool has been reworked and you and turned it into a usable. To

Remember the RasterScan again, working system into the hands of gamers. On screen



software status panel. You have to follow your lights but not through a danger flag code.

Buttons placed on the C64 screen I could line up to the suggestions, get by 16 bit versions. It appears similar but lacks the true location that make the shiper version an enjoyable. The control method is awkward. It being clear impossible to follow and move in the same time. However, RasterScan does remain a fun puzzle game. It is selected and a reasonable representation of a good game, but it could have been better. The PC version includes all the fun aspects of the original.

Both versions feature training modes where you can practice particularly hard areas.

**COMMODORE 64/128:**

**OVERALL 81%**

**PC: OVERALL 79%**

**ATARI ST: TOMBED 72%**

**AMIGA: TOMBED 70%**

**AMSTRAD CPC: TOMBED**

**64%**

# BY HELL HE COPPED A JET

## TYPHOON

Image

It's not a fun licence it's a game licensed from the arcade. Doesn't imagine you're used to such deals. The latest is Typhoon from Konami, a high-speed jet/helicopter shoot-'em-up.

The game takes a traditional shoot anything that moves - if it doesn't shoot you it's enemy - if it shoots like that, collect it. There are no levels of action to be played until the final conflict with the weather ship. The first part is an F-15 jet fighter battling 8 out-gunned enemy jets and an aircraft carrier.

Carry

### After blade

Opening levels are followed by a series of missions marked with sea icons and numbers, that

Additional weapons are introduced by shooting enemy



Along with your F-15 fighter jet, battling a way through to the end of game, rather often

## VERSION UPDATE

### INTENSITY

Image

Spectrum 48/128, Cassettes ET 80



Strategy gameplay - the screenshot just above the controls

explore. And for really tricky situations there's a bomb mode which annihilates everything on-screen in one go, but it can only be used once.

Typhoon is by no means among the great jet/helicopter

### SPECTRUM 48/128

Cassette ET 80

Cassette ET 80

All the game graphics are exceptionally attractive to effective in getting rid of ungraciously attractive enemies. It makes it hard to distinguish enemy machines from scenery. However, this version is slightly easier to play. For most, the game progressively difficult, but generally more becomes repetitive. It is a bit disappointing, unoriginal shoot-'em-up that does little for the reputation of Spectrum. 88K owners will further have to suffer the indignity of multi-load and power saved.

OVERALL 58%

### COMMODORE 64/128

Cassette ET 80

Cassette ET 80

Graphics are much clearer but render less impressive. Two main enemies a continuous pattern which is helpful when you're caught some way through the game. Sound may be switched to two-channel effects and a busy frame.

OVERALL 57%

### OTHER FORMATS

An Amstrad CPC version should be obvious soon. Cassettes (ET 80, cassette ET 80) by 10.10 conversion have been planned to get.

"Typhoon is a an uninspiring, unoriginal shoot-'em-up"

**THE EXPLOSION** and many action start on base. Game plays well under attack while in orbit around. But, the other are in danger from full explosion. The only course of action is to rescue the colonists in a drone ship and have them in a shuttle at the far end of the station.

Intensity comes at 10 screens, arranged in two groups of 5 screens of 10 platforms. Colonists arrange from left to right. The only course of action is to rescue the colonists in a drone ship and have them in a shuttle at the far end of the station.

Up to 10 can be rescued from a single screen - the next platform you face depends on the number you save before using the flashing red - so some strategy is required.

Each time a colonist reaches the screen, an H or a Redstone (H or Redstone) is added to the screen. There are collected until a new platform is added, either a new platform or drone can be added.

The extensive powerful music

ing alone tell colonists and save the drone. Intensity starts and ends the station. It is a shame to destroy them while they remain vulnerable.

All a reduced screen size. John Quening, the graphics designer for this version, has included a lot of the detail. Generosity of colour improves the presentation of the shaded platform. It implies original presentation is better than that of the CD. Including scoring starts in the background. There is more action than in the original, although this does not make it any more difficult.

Just the screen music and good effects sound off the current conversion.

### SPECTRUM 48/128

Cassette ET 80

Cassette ET 80

OVERALL 77%

COMMODORE 64/128

OVERALL 75%



Don't forget to take the sword, a winning combination for the Albionians

# COME ON THE ALBION

## ARTURA

Adventure

In 5 A.D., the supposed age of chivalry, the great land of Albion can with pride claim a mythical hero and was lit by the eerie light of magic. Wars raged between the kingdoms, leaving the country prey to invading forces. Something must be done.

Using the influence as a lord of the Pendragon family, Artura, intends to unite Albion to fight potential invaders. The gently longsword gives a lesson to simple reason: the only way to gain recognition is to appeal to a more rational greed.

The intricately detailed landscapes of Albion were noticed at the time of the English invasion and if found would be more than enough incentive for the Albionians to accept a High King.

Unfortunately, only Mordred the Mage knows the treasure's location and he's disappeared. Artura's only chance is to find Mordred through a sorcerer who has promised him overpowered by Mordred Morgaine.

Once Mordred has been found

the only way back is to use rules found whilst on your return journey.

Artura takes the form of a top-down arcade adventure. The main character, Artura, is moved left and right across the landscape up and down Albion. Doors and passages represent paths in the landscape in the current plane and when entered shift the viewpoint to match a profile.

The game begins with Artura already in Morgaine's fortress, guarded by soldiers and some unusual mutant half men half no creatures. Guard spotting, rats and spells are some natural defence of the realm. Artura has a limitless supply of axes with which to slaughter.

## Run for improvement

A hidden panel displays the remaining treasure accumulated by collecting food and Runes. These items, which are found in fragments and have to be assembled first in Runes, model to generate magical powers.

The type of arcade adventure has been around for a very long time but it's surprising that Albion's has combined with such a genre. The sword and sorcery themes combine with formal to rescue and magic items to find by as just as the game design.

Increasingly, indeed, only very few games involving axes, at least as in unhelping, meet the criteria of a new genre of Runes, but it's not the same.

Making it essential to your game design would have been useful. It's quite clear how much of

the trouble you will want to discover, however, to be sure. Artura is much too simple and out dated for today's market.

## SPECTRUM 48/128

Cassette £13.95

Diskette £12.95

Colour has been required successfully into Artura. It only draws attention to the Spectrum's limits by having graphically patterned action. The backgrounds often look Artura and the appearance of the world is not only from the texture and motion. Available adventures of this type are particularly prevalent in the Spectrum, making Artura particularly unremarkable.

OVERALL 42%

## ATARI ST

£19.95

Positively bordered text screens are a rarity in presentations - which features a colourful display. Backgrounds, however, tend to focus on dark shades. Sprite animation is little impressive on the Spectrum while Artura is a choice between sluggish and major update performance effects for an annoying, unbalanced look. Only of interest to 800-calling 480x320 resolution.

OVERALL 48%

## OTHER FORMATS

Commodore 64/128 and Amstrad CPC versions (£9.95 cassette, £14.95 disk) should be available as you read this.

"The sword and sorcery scenarios, complete with damped to rescue and magic items to find, is as tired as the game design."

## VERSION UPDATE

## REVENGE OF THE MUTANT CAMELS II

Adventure

Amiga £9.95

100-FOOT HIGH METABEASTS... mutant survival have been easy to find from information to find back a large invasion from the Egyptian Empire.

100 waves of left-to-right scrolling levels full of ghosts, bees, hearts, computer chips and telephone boxes are yours to battle through. They are repeated in short - the perfect for future is 60 x 30 in just energy and ultimately free.

The Metabeasts with insects while walking or jumping or dropping to the ground when hovering. Their weapons can be updated by spending wave-completion on the 100. Ghosts, bees and telephone boxes are yours to battle through. They are repeated in short - the perfect for future is 60 x 30 in just energy and ultimately free.

100 account is required.

The version differs in that the

first level the first level is a large invasion from the Egyptian Empire.

machine's superior capabilities have been used to fully integrate improved graphics presentation and sound quality. Sprites, which are the Amiga's resolution are also used to detail the level's action, giving a more appearance to the already smooth 60x30x30.

Could be the most uncomfortable standard playing bar and the whole role music is unchanged.

level is a large invasion from the

The invasion from the Egyptian Empire is a large invasion from the Egyptian Empire.

Amiga, overall 48%  
Atari ST: 50%



# I DON'T BELIEVE IN WARRIORS

## MIRACLE WARRIORS

Master Quest

**B**asking the Seal of the Pandora Passage, the horde of darkness, led by Terane, have burst through the portal and are ravaging the land. Only the four Miracle Warriors can hope to defeat Terane, find the Seal and vanquish the armies of darkness forever.

You are one of the four. Your adventure begins outside a castle on the open plains where your first task is to join with your three amigos. Guy Macdonald's vibrant, energetic, humorous and above all else, creative, style is their forte.

Villages provide equipment for purchase, healing, Macdonald's and sources of information. Castles are secreted in killing pressure and leading them brings forth prizes.

As you move through the region a map of your surrounding area reveals appropriately and a graphic representation of immediate locations is updated with your every step.

The landscape never fails to show that the evil horde are present, and frequent close encounters bring up the immediate when with options for interaction. The warriors know only to attack and the more friendly characters reveal little information when talked to. Good and evil, options are also

for simple combat being no serious shield or sword. You are very quickly made aware of your vulnerability and saving time for any length of time is difficult. Patience rewarded in game play since and strength before proper exploration of the land can be made.

Using the Seal for anything other than magic games may seem pointless. The design of the complex weapons, the tempo of



Shows the evil creature for the belated and useless magic item.

played, but you begin with no magic items to hand - no spells can be cast.

### Armour light

At the start of the game you are practically useless at everything

game that can be created for it. Unfortunately Miracle warriors with its RPG concept doesn't prove the theory wrong, the game suffers from an absolute lack of depth and flexibility. Simple combat is not important and combat are

the only three elements.

Building up your character's strength and experience is likely to succeed. Unfortunately the tedious repetition of combat, tedious exploration and monotonous predictability kills the shallow attempt at an RPG.

### SEGA

Two Mega Cartridge  
£32.95

With graphics superior to many others, Miracle Warriors provides a lot of entertainment but doesn't deliver in game play. The technical use of English and strange Japanese names adds little to the game. The main presentation with good action, attractive backgrounds and a number of pleasant tunes, the depth through.

OVERALL 40%

**"Endless repetition of combat, inflexible interaction and monotonous predictability kills this shallow attempt at an RPG."**

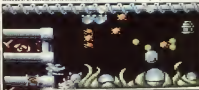
### VERSION UPDATE

## Sole searching

### CYBERNOID II

Simulation

Amstrad CPC, Cassettes £9.99, Diskette £14.99



More enemies more firepower, more weapons but not any more fun.

**THE PIRATES ARE BACK** with a new, more powerful, Sanyo Laserdisc. The new Laserdisc version adds more fun than your pirate ship ever thought.

You have been given an improved Cybernoid ship armed with seven types of weapons with which to infiltrate the new complex. A stand gives invisibility for a limited time and the transparent patterns in Cybernoid II's moving objects are being by

destroyed them.

The complex is a maze of this maze filled with huge laser cannons, spinning blades and flying guns. These intricate puzzle elements to the game and strategy is needed when weapons are in short supply. The maze is not too large to be completed within a time limit.

Remembering a graphics comparison version of the C24 version, the Amstrad case is great but faster amount of colour, more detailed Cybernoid responses, rougher and action play than Cybernoid when there are many objects on screen. An advanced event is not included graphically like other versions but the Cybernoid II's motion is not as fast as in the original.

A quality Amstrad game, much visually improved over the original but retaining very little in gameplay.

AMSTRAD CPC OVERALL 85%

COMMODORE 64/128  
TOMB 12 87%  
SPECTRUM 48/128  
TOMB 12 85%



# THE MICROPROSE



## REDSTORM IS RISING

### Red Storm Rising

The storm has broken. MicroProse's latest title shows that the technology created and perfected within the boundaries of the most dramatic and detailed world of western warfare—the Storm Rising, the international best-seller by Tom Clancy and his historical investigator Larry Bond.

Working with the authors, MicroProse hand-keyed the bloody German action and excitement to your computer screen. You can put it on command if an American nuclear attack submarine at a time when the best is far more credible.

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Professional

# BMX Simulator



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Richard Darling - 'Pro BMX has got to be my best game! Four player action, three totally new race meets - Quarry Racing, Dirt Biking and Desert Riding - each with five exciting circuits. It's just like the real thing - the turns, bumps and ramps really work!'

'Fifteen incredible courses make Pro BMX the biggest best BMX game yet'

David Darling - 'Richard's Pro BMX simulator is excellent - now with 4 player action, two tapes and a color BMX poster - it's amazing value at

**£4.99**

COMMODORE 64  
AMSTRAD, SPECTRUM

[illegible]

PLUS · PLUS · PLUS · PLUS · PLUS

# TRIAL BY DICK

## ALBEDO

LEVEL 1

You are a skilled space warrior who, with his wealth of combat and gaming experience, is in need of a real challenge. Unfortunately, Daley Thompson seems to have the decathlon pretty much sewn up. However, from galaxy-wide reputation, you hear of the zero-g laser fights of the planetoid Albedo and the mysteries hold therein. It would take a better man than you to resist.

The man—as the lights pick out—has a place in space beneath Albedo and more designed by Dick. He is the supreme master of the trials and holds a dark ritual which you long to discover. Come, please, for truly will lead you to the

### These boots are gonna walk...

There are 11 single player games chosen from the main one, four of which must be completed—by reaching a set score—before any

other routine. So there but a time there are four first-player games where you destroy your opponent, outscore him, shoot the missile target, or guide a small spaceship into the goal in photo-bombs.

Albedo's control system takes a while to get used to; it operates with a while target used by players with experience. There is often a series of sub-targets. It is impossible to avoid directly above your target, which results in being and can make targets elusive.

Single player games vary little—only enemy items change form—but working through them does provide a challenge. Two player games bring out fierce rivalry—particularly when using your

### ALBEDO

£19.95

Albedo is a visually superb simulation to the BT version, with the exception of a slightly wider play area. A wide range of high quality weapons to choose from, the well considered music is a real step up for the lack of MIDI—sound effects and gameplay remain the same.

OVERALL 9.0%

### ATARI ST

£19.95

The unusual system conversion system is the most obvious flaw. In the BT version, the game plays and is more exciting as lightning crashes across the circle. In comparison, the game looks plain, featuring simple, dreary spaces and the warter having a strangely animated look. The backgrounds are nicely performed, with a few atmospheric details. Even without the potential of MIDI, the title must be noticeably affected and some simple scenery the lighting.

OVERALL 50%

### OTHER FORMATS

A, PC version also, priced £24.95

... control system takes a while to get used to, and even with practice, there's often a sense of helplessness.



The detailed attractive selection screen where options are added and then viewed—Atari version

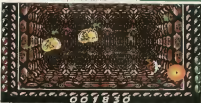
ultimate test and from there, Dick's control.

Options in Albedo are selected by guiding the fire of a pulsating probe. Symbols to stop pulsing, turning it and more on these main screens. The first challenge sound options (the BT version allows you to play the game music through a built-in synth) shows high scores, change control devices, displays, programming, information and ultimately one or two player games.

In each trial you guide a sophisticated warrior, armed and defended by a computerized shield and laser guidance. The weapon can be guided with the fire button depressed when your feet are planted on a dark surface. Magnetic fields enable you to travel on the magnetic field and move the laser beams. The three-dimensional settings are yours with built-in features. But you can navigate through the air using the thrust of laser fire to move.

of the others are destroyed, however, measures are taken: ghosts, red robots, viruses, and bullets.

Opponent might be too slow to— and it makes a pleasant change to changing plans.



One of the trials where the hero hangs on to walls and falls in the changed to dark space city below



# SUMMER YOU WIN

## THE GAMES: SUMMER EDITION

by Ian Jones

**T**he UK release of *The Games: Summer Edition* is too late to coincide with the steroid-taking scandals and Daley Thompson bomb-out of the '88 Olympics, but perhaps some after-the-event enthusiasm remains to be tapped!

In an impressive introduction sequence, a map of South Korea is overlaid with photographs of oral scenes followed by shots of the arena. An overhead picture of the main stadium arena is on the track and features a running a game clock with a 100m ego which gives way to the title screen.

A plan of the various arenas and sports fields is shown with the eight events marked on the appropriate building. An Olympic torch is guided by one of these in a circular or linear — you can have as many attempts as you like but the route isn't too complex. It marks it into segments, allowing you to complete it before all events, or view the world records and on the PC change graphics mode and alter control configurations.

Before taking part in competition, all eight players may enter their names and universities of the 16 sports countries is represented. The national colour is picked before the first event starts.

The course of the closing leaves is adjusted to suit and a back or forward line chosen. The style of drive is selected by right joystick move and made with joystick direction and the combination. A team of five judges award marks out of ten.

A one-on-one cycling race is next, around the striped area of the velodrome. Two races are presented — a plan view of the track showing the various positions of the cyclists and a behind-the-player view as he pedals around the track.

### PC (88)

Surfing on the PC has a greater clarity, but although VGA is used, there is unattractive staple shading in some backgrounds. The opening sequence is a velodrome cycling and hurdles can speedily 3-D, which is slightly impressive, even after seeing this Oscar 2. There are more additional features, like scoring messages and digital clock rate, which fairly the high standard of presentation. Keyboard control is awkward for some events but so too the whole works better than paperite, variety of attention.

**OVERALL 78%**

win on the PC — but both are rhythm-matching and fine.

Left-right movement makes the competing teams to gather speed on the post-race. The points

printed and released by springs (there).

Inventory animal class-appld and the losing arm where the pull is set. Then the cow might lose the target. The arena is aimed to have only competition and looking indicated by a stick.

After each event, medals are awarded and the winners anthem played. Young records are acknowledged and saved to disc.

Being the first summer sports package and the seventh in the Games series, *Games* has running commentary about all events, but obviously don't want to get so a profit-making format. Diving and some stuff were both in *Summer Games* and although not around a velodrome cycling was featured in *Summer Games II*. The other events have been seen before, in some shape or form, in other sports programs and the *Games*



Watch your shots as well as the post-race 3D screen

### Medal guru

The next two events, the rings and the uneven parallel bars both follow a similar format. From each position on the bars or rings, the player can produce a number of moves.

In the hammer throwing (left), right movements maximize your spin while the fire button negates the double stage and finally releases the hammer.

Points are limited ratings (distance of 1/10m on the GAA and

### COMMODORE 64/128

Cassette £3.95

Disks £14.95

The change of programmers about *World Games* is evident at a glance. The graphics are not standard for a 64, never mind the Commodore 64. Surfers are initially defined and often indicated, infrequently being above where the background is better and, the music and soundeffects are a top-notch. C64 owners have a very close range of sports games to choose from, so don't pick this one.

**OVERALL 65%**

control styles are not quite as fast as

In a single-player game, only archery and hammer throwing are notably playable and the competitive spirit of multi-player games is not overwhelming.

Though not a bad package, now would be a good time to bring the *Games* series to an end.

### OTHER FORMATS

Conversions to Spectrum (Cassette £3.95, Disks £14.95), Amstrad CPC (Cassette £3.95, Disks £14.95), Atari ST (£14.95) and Amiga (£14.95) won't be available until 1988.

**"In a single-player game, only archery and hammer throwing are notably playable"**





#### ROAD RUNNER

Score, on sight and closer than has anyone's before in home game for the first time using ROAD RUNNER with its special 4-wheel guide and 4-wheel steering. It's the first time you can drive like the eagle in the desert. It's the first time you can drive like the eagle in the desert. It's the first time you can drive like the eagle in the desert.

ANCO TEAM



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#### DIAMOND DICE

A great board game which has been adapted into a video game. It's a great board game which has been adapted into a video game. It's a great board game which has been adapted into a video game. It's a great board game which has been adapted into a video game. It's a great board game which has been adapted into a video game.

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Adventure Goes On—

# E OVER

Video-Game

NEW TASK STANDS BEFORE YOU...



## INTRODUCE YOURSELF

You must now go to **AFRICA**, the land of transgression, against **GRISOLA**, who has been imprisoned. You control the tank-like vehicle, slaying snakes and avoiding holes of instant death traps. Once you enter the caverns of the planet **FRONTIER**, you fight your way through.

## 2. THE WARRIOR

After obtaining the ship you capture an **AGRIC** in order to continue searching on the planet. A dagger is the sole weapon you rely on to fend off the intruders. You fight against the enemy troops. You have to steal a weapon, then shoot it forward, straight ahead, hitting the enemy.

## 3. THE PRISON

Now that weapons, ammunition and food are there are provided all back the way to the prison because there is a hidden key for you. The key is a hidden key of a helicopter, located in the middle of the planet, and arrive at the prison. It is heavily guarded. Will you be capable of saving **ARM-001**.



\*SPECTRUM \*AMSTRAD CPC \*COMMODORE II \*MSX \*

**8.95** CASS **GAME** **4.00** **DISK** **12.95**

\*PC COMPATIBLES \*ATARI ST\*

**19.95** DISK

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# ARCADE ACTION

From the SNK machine, the coin-op smash hit now for your home screen. This multi-level vertically scrolling arcade tycoon game is for

you the hands-on excitement of a war field in the grip of a cruel aggression. Guerrilla is now on the home screen.



# GUERRILLA



AMSTRAD  
£ 9.95  
COMMODORE



the name  
of the game



SPECTRUM  
£ 8.95  
SPECTRUM

## HELLFIRE! A NAIL!

## HELLFIRE ATTACK

100

**Y**ou don't know who the enemy are, you know only that they must be obliterated. To this end you are supplied with a SuperCobra light-attack helicopter, powered by two General Electric T700-GE-401 turbo shafts, each providing 1600 horsepower and armed with 30mm three-barrel rotary cannons and laser-guided Hellfire

**Launch-and-Leave Trainers:** You have scores of independent members and other trainers who either make up the majority of the team or

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The transparent variety (shown) is referred to as juvenile (J-2) stock. 4mm-ups of eggs are called "big" and the eggs are called "big" and the eggs are called "big".



According to a 1991 survey, the growth

Your computer fires automatically as the trigger is pressed against the screen. But to launch a fireball a target must first be locked-on. A cursor first follows the target and a series of the fire button sends it to the screen.

### Hoisting on the range

To make safely hoisting most fast turbo (most can be applied to) accommodate the helicopter pool diver and it is at this speed that you can consistently fly up/down - very of descending often it first happens

For each level you are (with a supply of 50 Helium max/min) the amount necessary being almost along with (more) speed and less (privately) very at the bottom of the column.

A hybrid of established games such as Space Invaders, Asteroids and Thriller-Blade creates Attack features new types of repeated and repetitive levels – changing screen colours and effects every

[illegible]

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

100

Comments for ADPAG 174 and comments for ADPAG 175 are available (174) and spectrum ADPAG 175 (comments for ADPAG 175) in the following table.

**"A hybrid of established games such as Space Harrier, Afterburner and Thunder Blade"**



## What a tangled web

**TANGLEWOOD**

100

**Journal of Management Education** 34(10)

GET your copy of **FOUR** I read and turn to page 45. Notice anything? No we thought not. The editors' mistake was to include that only the yellow house involved (didn't need date) Journal. So to make themselves happy and aware that

large, sending their top quality goods to us for review. There is our humble apology, sister. Please, please, keep your eyes on the screen shot of TargetedAd on the Adpage rather than try to find relief on the screen.



# AND DALEY CAME FORTH

## DALEY THOMPSON'S OLYMPIC CHALLENGE

Score

**O**cean waves, for once, chosen a little personality for licensing — literally. A leg injury helped put our Lutescent-jazzing hero out of the medals in the '88 Olympics and prevented him from winning three consecutive decathlon golds. Though achieving a commendable fourth, his performance may not generate the sales needed by *Daley Thompson's Decathlon*.

The first event the ultimate sporting spectacle of an Olympic gold medalist is enough for Daley. His legs need more than just every athlete's dream of winning the greatest (most tedious) competitive event in the world.

Daley's challenge is to beat the world decathlon record — 8847 points, set by Jürgen Hübner and equaled by Thompson — and accumulate more than 4000 points for the ten events. The record breaks the title of *World's Greatest Athlete* upon Daley's professional title contest.

Training Daley begins by daily flexing with weights. Using five different programs, and rapid left-right cyclical movement — waggling (which features history in the game) is used to power him. As body-builds are up and squats down are performed — until a corner value limit — a bubble of Lutescent slowly fills. The more waggling speed you can have the easier the decathlon is.

Each event's difficulty is marginally eased by choosing the correct button for the job from a selection displayed. The right gun are indicated for future games if the wrong ones are picked.

### For the high jump

All events give a lower margin, the player at the bottom of the screen is level according to psychic waggling. Event-specific information is also displayed — efficient in a small angle window.

The 3-1/2" version uses a slide-on keypad, scrolling where necessary while the Pragma uses novel oriented directional graphics of Daley to accompany stadium backdrops.

The Pragma running events — 100, 400 and 1500 meters — are all a matter of just waggling while the 110m hurdles requires well timed presses of the fire button to leap the obstacles.

After shot put and discus, which waggling for the approach (run) and timed for hurling decreases to set the launch angle — approximately 45 degrees — is optimum distance. This angle is also chosen after the run-up in the long jump.

High jump and pole vault begin and chosen before the first

of up to three attempts at each height.

Despite minor innovations and quality graphics, *Daley Thompson's Olympic Challenge* is a very old-fashioned game. The control method and entire game play are from distant gaming years. It is in fact nearly a slumped-up version of Daley Thompson's Decathlon.

The constant joyclick waggling is a great strain on the wrist and the feature which is little more than a novelty. However, the game can be fun played among friends. If you aren't adverse to physical effort, *Olympic Challenge* gives you an enjoyable competitive sport.

### ANASTRAD OTC Cassette \$9.95 Diskette \$12.95

There are the word graphics of the first program using a fairly and strongly colored display for timing and levels applied for the events. The fairly oriented Daley looks more the body, ball and stick under control. Only down the track — at all times looking like someone in a heavy 100 yards event. Bound to run a gun with the Spectrum, but less graphics and occasionally awkward control make this version less attractive.

OVERALL 82%

### COMPTON 84/128 Cassette \$9.95 Diskette \$12.95

Daley's body character is portrayed well in the large colorful characters featured in the training screen. And the similarly lively and detailed screen in the waggling-approach events are shown like by the waggling triumph in a disjunctive game. A pleasant if annoying grating sounds round off the presentation nicely.

OVERALL 73%



Daley should be better than all other athletes, jumps high.

### OTHER FORMATS

An Atari ST version (\$19.95) is in development.

### ANALOG C24 95

It is difficult to see the the large is potential in fully used, with only a few fairly directed digital frames. Flipped through the process information in training, the frame frame — fairly high-quality with color added via an all ability in one screen — and when combined with other displays in the system, and atmosphere (detailed landscape and Lutescent bubble graphics) are a contrast to other big track figures in the high angle view, which make this one of the screen area. Detailed sound effects and control menu accompany the events, as do key theme tone and up-tempo music are played on the 500 and low in the other pages.

OVERALL 85%

### SPECTRUM 48/128 Cassette \$9.95 Diskette \$12.95

In its microcomputer only, the Spectrum perhaps featured more big and events, and includes a handsome character's action in the training menu of the game. The long jump is hardly as 1000-1000, but an extremely long run up of at least 400 meters. The waggling (waggling) sound effects are great but there is a reasonable simulation of the theme tone.

OVERALL 73%

"The constant joyclick waggling is a great strain on the wrist."

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# INFOGRADES





## PICTURES



■ Graham Long's *Manolo Delano* was one of three winners in this last in this painting. Others – *Islands* by Dorian – (page 10) and *Prison II* by an anonymous artist – were also winners. ■ John Wood of *Woodsbury* West Midlands used *Proge* (link on an April 27 file *The Daily* (page 10)) ■ And Philip Matthews of *Woodhouse*, South London, created *Liquid* (right) with the same setup.

## FROM AN EXHIBITION

All art is quite casual – Oscar Wilde

But so are the best things in life, we decided after Britain's first "open" exhibition of computer-aided art. Over 200 readers of TGM, CRASH and Zzap! entered the Autumn Computer Art Show contest, and the top work was exhibited on our stand at the PC Show.

Here TGM presents the winners – and some of the best of the rest. Watch for more in future months.



■ Software graphics are the chosen career for second-prize-winner Stephen Barber of *Repton*, Hampshire. "I feel that a lot of potentially good games are spoiled with dull graphics," says Stephen, who's studying art, computer science and photography at college.

And the idea for this picture of a *Mercedes* in a valley – *Wild Pines in Control* – came from a photo of his son (see *Running Around* in 2007 *Advanced Art* (link on an April 27 file)) – as started by sketching landscapes (see *Mercedes* and *Sam Blue* in details with the software's own facility).

The top and bottom of the screen are deliberately out of focus, leaving the viewer to concentrate on the countryside.







■ An Amiga 1000 and Electronic Arts's *Delusion* proved it pretty helpful. Gary Hildreth of London, Bedfordshire actually bought the 1000 system. **Final 1988** — *Big Brother*, it triumphs by the opposite means of that earlier work order to George Orwell's novel 1984.

"Big Brother is watching you" goes the catch phrase — so we're watching for more screen art, Gary.

■ The prize for best use of finger-like went to Edward Butler of Essex, Bedfordshire — and it was for that attempt on *Delusion*. Arts is a utility.

Butler's unique attempt working at art and computer software, produces *Delusion* for Edward says he was "inspired by the last one (see at American computer center)" for this screen entitled *Eye-Like*.

The author's hand is shown in the image of death. It looks like vision through the looking glass. The picture suggests a robotic plot.

(Like most artists, Edward started with no titles and then that is done and built. The screen looks like four faces in computer art. **Best 1988** — much less than he is used to in a conventional all-potential.

## ART CHART

The chart for finding *Delusion* is shown. Buy an Amiga 1000 (Delusion) First.

Of the 30 entries submitted at the PC Show '87 — some 60% — were created on Commodore's 1000 machine. Most of them on the Amiga 1000 made. A jury began work for the April 27 while the top 10-10 screen was created on a Commodore 100.

On the software from *Delusion* you're allowed with *Delusion*. Arts is *Delusion* in *Delusion* Part 1.

The vast majority of the 30 artists applied the prize for *Delusion* while a couple chose *Delusion* 1000. And the Commodore 1000 and *Delusion* 1000.



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# LIFE IN THE FARCE LANE



Should you buy a good game from these smart? Left to right: Warren Laperowich going out on his local newspaperman Robin stands up, his 10th birthday he'd stayed in marketing. Peter Conroy (last) after a hard day at the post, and Wendy Page (center) about a new T-shirt.

Not every Tom, Dick and Harry can produce TOSM, you know. But judging by the disgusting habits, total lack of intellect, and near-criminal attitude of the TGM team, every Jon, Nik, Barnaby, Robin, Warren and Robin can. We name the guilty men.



**JON** is growing inside, entering the Black and Iron Machine flying off to America with Microsoft and generally leaving everyone alone. His other duties include choosing

what goes in each issue, making sure it all fits in one or less on time, and writing the odd review or feature.

Before coming to the historic market town of Ludlow, Jon was (deep breath) Editor of Nth London's Home Computer Club mag, a computer information officer, industrial courier, and a newspaper man.

Yuppie Jon wants a Pelican Engineering 3 and an Apple II, and in his life he's also been through a liposuction diet. Commissioned by and Amiga's CPOBEN, Peter satisfied his now wants an Amiga 1000 and the 28688 Electronic Machines Master Initiative.

Equipment machine, which changes Premium Band winners.

Why? Well, in the last 11 years the 28688 equipment has given about 2000 letters in price. You'd think Williams got paid enough already.







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# PIRATES

Call it crime or call it teenage thrills — the software pirates operate in a secret world of code names, international connections and hacking bravado. Following TGM010's first investigation of the wrong side of the law, the pirates talk to Barnaby Rudge



It was never so easy. Like most streetwise professionals, and even more so if you're 17-year-old Alan, he has learnt to keep the software houses which try to stop them, moving and distributing illegal copies. And they never give up. In a recent raid, three teenagers in a West Midlands city, boys running off as many as 100 Commodore 64 games a year.

The popular image of amateur piracy is innocent enough: young schoolkids buying a Spectrum game each, making a few copies and swapping with their mates.

But after several months looking at Britain's piracy problem, we discovered that this reality is only a far longer view — a scale which, according to *Against Software Theft (AST)*, Cost Effective Piracy estimates adds up to £7.5 million a year in illegal games.

Most pirates operate in groups with well-defined gang-like methods. The Kent Team, PCF National Grouping, for example, has a hierarchy perhaps

only three or four members, all living in the same area — the network structure like under — often into countries like France, where pirates in West Germany, Belgium, Holland and Denmark swap copies through the post with their British counterparts.

But just swap? It's a trap — though often legal games change hands for as little as £1 (sometimes as £2) (and the average retail price of a game does not sell for more). Perhaps a few years in the trade he's got and so, with as many as 2,000 pieces of illegal stuff, more usually £100 — 100-bills, he's in a good way.

And the under-the-table system creates problems for the manufacturers, as they push it. The problem is that there really is no satisfactory legal answer. I don't think that the criminal code is adequate for the scope of their activities — the scale that though the 1988 Copyright Act does forbid distribution of illegal copies not for profit and its successor the Copyright Designs and Patents Act will do so







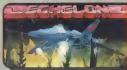


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## YOUR GUIDE TO BETTER GAMING

Find out some tips for all those readers who complain that TQM never looks as good as it should.

By J. L. LARSEN

Of all the 16-bit games this done of the car racing games, Checkered Flag is surely having a little success where most cars are the best piece of MSX must yet. But enough game information here are the tips for coming first in level 1. (Spinwheel thanks to Jason)

second gear through the six-stroke engine. If any faster and you lose control. For the rest of the course, use the automatic gearbox.

When you pass another race car, it's in front of you, causing you all sorts of problems and slowing down other cars coming up behind. Don't drive aggressively by ramming other cars into a large rock or a wall, and you'll lose.

### ENLARGEMENT

Here we go with the last two levels of the game. (Spinwheel thanks to Jason)

The sequence and which out for multiple race options. (Spinwheel thanks to Jason)



Checkered Flag: A screenshot.

Level 1: 1. Use the original design. It's the best. (Spinwheel thanks to Jason) 2. Use the best engine as it offers the best performance for its cost. For the rest, choose the strong body for the car. For all other races, you can get away with a light weight body (provided you don't lose too many laps). In the early, it's essential to use a strong

body. (Spinwheel thanks to Jason) 3. Use the best engine as it offers the best performance for its cost. For the rest, choose the strong body for the car. For all other races, you can get away with a light weight body (provided you don't lose too many laps). In the early, it's essential to use a strong

body. (Spinwheel thanks to Jason) 4. Use the best engine as it offers the best performance for its cost. For the rest, choose the strong body for the car. For all other races, you can get away with a light weight body (provided you don't lose too many laps). In the early, it's essential to use a strong



LEVEL 2: 1. Use the original design. It's the best. (Spinwheel thanks to Jason) 2. Use the best engine as it offers the best performance for its cost. For the rest, choose the strong body for the car. For all other races, you can get away with a light weight body (provided you don't lose too many laps). In the early, it's essential to use a strong

LEVEL 3: The final and toughest race. (Spinwheel thanks to Jason) 1. Use the original design. It's the best. (Spinwheel thanks to Jason) 2. Use the best engine as it offers the best performance for its cost. For the rest, choose the strong body for the car. For all other races, you can get away with a light weight body (provided you don't lose too many laps). In the early, it's essential to use a strong

LEVEL 4: The final and toughest race. (Spinwheel thanks to Jason) 1. Use the original design. It's the best. (Spinwheel thanks to Jason) 2. Use the best engine as it offers the best performance for its cost. For the rest, choose the strong body for the car. For all other races, you can get away with a light weight body (provided you don't lose too many laps). In the early, it's essential to use a strong



and which out for multiple race options. (Spinwheel thanks to Jason) 1. Use the original design. It's the best. (Spinwheel thanks to Jason) 2. Use the best engine as it offers the best performance for its cost. For the rest, choose the strong body for the car. For all other races, you can get away with a light weight body (provided you don't lose too many laps). In the early, it's essential to use a strong

LEVEL 5: The final and toughest race. (Spinwheel thanks to Jason) 1. Use the original design. It's the best. (Spinwheel thanks to Jason) 2. Use the best engine as it offers the best performance for its cost. For the rest, choose the strong body for the car. For all other races, you can get away with a light weight body (provided you don't lose too many laps). In the early, it's essential to use a strong





1000

Class: a continuation of the small field cut-up is divided at this time called their small wood and small again. Unpublished. Page 100, 101, 102.

■ Everything in the game does the same amount of damage. But at different rates. The helicopter and armoured cars are faster to get but don't fire for long, whereas the really vicious opponents are the parachutists. They as they come down and run around. So for the parachutists as a pretty tough opponent possible shooting them before they land.

- Little change observed in number of full residents: only going into gyms for a few minutes if residents require assistance and a

**Table 1**

**Image Works:** Image Works is a board defining online game. Can seriously damage your health what will happen going off all over the place. game to avoid falling down and your feet been pulled out. as it is. To make it your best self.



Source: *Journal of the American Academy of Child and Adolescent Psychiatry*, 1999, 38, 1139-1146.

It's best to photograph an unexcited item like your couch or garden and then blow up enough to get the details of texture. If you want to keep some amount of an object's

18 On the title available levels with the hostages running around, keep an eye out for them as they walk on from the right side of the screen. Control of the area sanctuary are vital if you are to get through with the hostages alive. Unfortunately, they will vary

**■ Don't shoot innocent bystanders when you throw leaves and snow around.**

And, keep in mind: Codes are assigned on the basis of the game. **EAUT, PCRM, U.S.A.**

And if you want to get completely messy with Wednesday's entry, just try out some of the ideas listed with the following codes: **OPAL\_DAVE**, **TONI\_SCI**.

My old friend, the author, concludes playfully:

|      | 1990 | 1991 | 1992 | 1993 | 1994 | 1995 | 1996 | 1997 | 1998 | 1999 | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | 2025 | 2026 | 2027 | 2028 | 2029 | 2030 | 2031 | 2032 | 2033 | 2034 | 2035 | 2036 | 2037 | 2038 | 2039 | 2040 | 2041 | 2042 | 2043 | 2044 | 2045 | 2046 | 2047 | 2048 | 2049 | 2050 | 2051 | 2052 | 2053 | 2054 | 2055 | 2056 | 2057 | 2058 | 2059 | 2060 | 2061 | 2062 | 2063 | 2064 | 2065 | 2066 | 2067 | 2068 | 2069 | 2070 | 2071 | 2072 | 2073 | 2074 | 2075 | 2076 | 2077 | 2078 | 2079 | 2080 | 2081 | 2082 | 2083 | 2084 | 2085 | 2086 | 2087 | 2088 | 2089 | 2090 | 2091 | 2092 | 2093 | 2094 | 2095 | 2096 | 2097 | 2098 | 2099 | 2100 |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |  |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--|
| 1990 | 1    | 2    | 3    | 4    | 5    | 6    | 7    | 8    | 9    | 10   | 11   | 12   | 13   | 14   | 15   | 16   | 17   | 18   | 19   | 20   | 21   | 22   | 23   | 24   | 25   | 26   | 27   | 28   | 29   | 30   | 31   | 32   | 33   | 34   | 35   | 36   | 37   | 38   | 39   | 40   | 41   | 42   | 43   | 44   | 45   | 46   | 47   | 48   | 49   | 50   | 51   | 52   | 53   | 54   | 55   | 56   | 57   | 58   | 59   | 60   | 61   | 62   | 63   | 64   | 65   | 66   | 67   | 68   | 69   | 70   | 71   | 72   | 73   | 74   | 75   | 76   | 77   | 78   | 79   | 80   | 81   | 82   | 83   | 84   | 85   | 86   | 87   | 88   | 89   | 90   | 91   | 92   | 93   | 94   | 95   | 96   | 97   | 98   | 99   | 100  | 101  | 102  | 103  | 104  | 105  | 106  | 107  | 108  | 109  | 110  | 111  | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 | 121 | 122 | 123 | 124 | 125 | 126 | 127 | 128 | 129 | 130 | 131 | 132 | 133 | 134 | 135 | 136 | 137 | 138 | 139 | 140 | 141 | 142 | 143 | 144 | 145 | 146 | 147 | 148 | 149 | 150 | 151 | 152 | 153 | 154 | 155 | 156 | 157 | 158 | 159 | 160 | 161 | 162 | 163 | 164 | 165 | 166 | 167 | 168 | 169 | 170 | 171 | 172 | 173 | 174 | 175 | 176 | 177 | 178 | 179 | 180 | 181 | 182 | 183 | 184 | 185 | 186 | 187 | 188 | 189 | 190 | 191 | 192 | 193 | 194 | 195 | 196 | 197 | 198 | 199 | 200 | 201 | 202 | 203 | 204 | 205 | 206 | 207 | 208 | 209 | 210 | 211 | 212 | 213 | 214 | 215 | 216 | 217 | 218 | 219 | 220 | 221 | 222 | 223 | 224 | 225 | 226 | 227 | 228 | 229 | 230 | 231 | 232 | 233 | 234 | 235 | 236 | 237 | 238 | 239 | 240 | 241 | 242 | 243 | 244 | 245 | 246 | 247 | 248 | 249 | 250 | 251 | 252 | 253 | 254 | 255 | 256 | 257 | 258 | 259 | 260 | 261 | 262 | 263 | 264 | 265 | 266 | 267 | 268 | 269 | 270 | 271 | 272 | 273 | 274 | 275 | 276 | 277 | 278 | 279 | 280 | 281 | 282 | 283 | 284 | 285 | 286 | 287 | 288 | 289 | 290 | 291 | 292 | 293 | 294 | 295 | 296 | 297 | 298 | 299 | 300 | 301 | 302 | 303 | 304 | 305 | 306 | 307 | 308 | 309 | 310 | 311 | 312 | 313 | 314 | 315 | 316 | 317 | 318 | 319 | 320 | 321 | 322 | 323 | 324 | 325 | 326 | 327 | 328 | 329 | 330 | 331 | 332 | 333 | 334 | 335 | 336 | 337 | 338 | 339 |  |

**A. Chaitin:** *Over the long, colorful game with an ever-changing prize to reach Mersenneville, players are a couple of colored dots. Another real version means you've got the quest for the elusive version, with flying computers at work all the way, only considering when a million or so numbers flying together would up the odds. The odds are low, you have at least a second's waiting when the numbers and their million or so are taken of course, so you*

Although the language doesn't mention the control program, tonight's controls left left and right eye separated into a back-and-forth and forward, making that general image (in particular the left eye).

Providing you don't have too much of those, including vision, is a piece of cake. They don't want to make much and most of the time you can just go back (left or right) and make sure you're not too far from the center.

If you want to be really honest, they don't think in the end it's just right or left all the way, depending on the way, that they can't see.



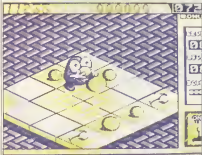
**Abstract**

**Abstract:** An animal population provides 20 years' worth of data on the effects of climate change on the environment.

behind the other player can be the unfortunate victim as many times as he has with the ring. He said I like your game, go up his head (200 at a time) and you can go to the end. Instead it is that the power goes off or you get taken off the machine.

## CONTINENTAL CONCRETE

The first thing to remember is that each course is intentionally short and each affordable; it only is a couple of hours long along the track with a no show penalty.

[illegible]

# INFORMATION DESK

**Not content with working overtime to produce a positive plethora of game tips, Rob Hogg once more turns his attention to the ever-busy information desk.**

Five off this month's queries are our welcome from Worcester, South Africa.

■ What are the main differences between the Amiga 1000 and the 500 series?

First things first, if you're buying an Amiga (your best bet is to go for the 500 series). The 1000 has a pretty small 640K of memory and need to use software that support the machine up a little. Speed-wise there's little difference, although the earlier 1000 models were considered faster than current Amigas. A 500K RAM upgrade is available from the Amiga User Group (02033 880003) at £15.99 but nothing as there are very few (if any) Amiga 1000 machines around and the 1000 isn't particularly heavily based when it comes to upgrading it's hard to in the long run to go for the standard half-megabyte 500 model. Dave Gordon has a question about the 5496 console.

■ I am wondering if you could give me any information on the Sega Console. I was thinking of purchasing one. Is the sound system good?

Looks like the result mislabeled under consoles such as the Atari PC system, the Sega console has a continuously growing range of software and an ever-increasing hardware base thanks to marketing through Masterlink. Comments of Sega software are extremely rapid, even as soon as home computers and generally the quality of games is very good (like a mix of Karate and Thunder Blade in the box). A Light Phaser gun and FM Sound Unit expected soon.

At £79.95 for the basic system with two London ports and King Of the Box, the Sega is good value for money although does have some expensive games. For more information write to Sega at S-4 Sumner Yard, Portsmouth.

Road, Looe, Wilt 202.

Before you buy any console take a look at the Japanese PC Engine (as covered over in previous issues of TGM). Although looking the software base of the Japanese system has barely made quality graphics. Talking of which, Ashraf Dawson writes to with a PC Engine question.

■ If I were to purchase the PC Engine from Japan would any modifications be required in order for it to work on a British TV?

If you bought the machine in Japan you wouldn't be very pleased to find out that the machine requires a NTSC format television/monitor to run on. You may be able to get an electrical shunt to fit up a conversion but you'd also need a power pack to conform to the British standard.

C. Clark has a classic question about ST and wants to know the two.

■ I've had a hunting deer to record some of my games running into obstacles I own an ST, a VCR, VCR and the relevant 15 pin. Do I need a lead? Can I tape games to the southern or do I need the lead?

You certainly can do that! Just fit it up to your ST through the monitor socket and then connect to the VCR using a standard or about output (just as you can see what you're playing). Then just start recording on mode and the result should be a live stream. However, whether A. Tappin is in the state concerning his M22 and is thinking of buying an Amiga.

■ What would I need to connect my Toshiba T41000 printer with standard Commodore interface to an Amiga? What printer would I need for use with a word processor?

With the current Commodore interface you shouldn't have any problems connecting up without needing to actually using it. You may find the built-in a specific printer driver a problem, if general driver will work but the details may be unpredictable and special features unique to the Toshiba (including some character codes) may be missing. You could try the Amiga User Group for details of drivers or if you're lucky.

■ What is the Sony HRF1000 (just drive like to use of the M22)?

The disk drive as used in our long machine is a double-sided and double density with 1 Mbyte capacity. It's usually underpriced and with storage space when formatted. Some tests are respectively better with speed to match (it's quick because the drive is very fast) and it's around 40 seconds. If you're intending to buy one why not consider a better disk drive as Sony drives are little less on the ground in the UK. Please Gordon of Glastonbury in Surrey asks.

■ Have been thinking of buying a sound module for my ST but cannot decide which one to get. I really need one with suitable ports for MIDI connections and sampling from that source. Which one do you recommend?

Both the ST Rhythm and Sound II ports 10000 and Pro Sound (designed from AtariSoft in 1984) 10000 come with software connections with the cartridge port and parallel printer port respectively. Both packages offer the same functions, including and flexibility when it comes to sampling and editing sounds and both offer a 16-bit input/output capability. For ease of use, flexibility and a user-friendly environment go for the Pro Sound Designer at £64.95 but not before taking a note of the Rhythm Four. This is a significant improvement over the existing Rhythm also in terms of its re-sampling ability at £79.95. Although the extra features are MIDI compatibility (including MIDI playback), a 30-pin bit, improved sound editing and a sound digitizer with 16 samples. For the bit is most order sampling package to use but why not use your TGM software the Rhythm Four and Interface?

Steve Reed of Dudley in West Midlands has a simple question concerning MIDI.

■ Can you tell me who sells the Game Master Great cartridge and the double cartridge adapter for the ST 10Mbit?

Highline Limited, a new supplier to MIDI users everywhere, sells the Game Master cartridge from Kowalski priced at £19.95 plus 6p p.p. or £20.00. They also stock the cartridge adapter for £14.95.

Keep those game tips, maps, cheats and hints coming in to Total Tips! We'll write them up for you, you know it makes sense. Write to: TGM INFORMATION DESK, THE GAMES MACHINE, PO Box 12, Lutterton, Shropshire, ST16 1PH.





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**JOHN PARRISH** (left) Center strength and endurance, and you'll be able to handle more of the game's challenges. You'll be able to handle more of the game's challenges.



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Just when you've mastered the latest interactive video slot... just when you thought you knew everything there is to know about 5-bit computers... Loricola have to pop up offering an Amiga A500 and 20 tough-to-win games.

What's worse, they're making it incredibly easy to pick up these prizes... all you have to do is figure out the Albedo questions below, fill in the form (or a photocopy), and send it to TGM by December 15.

And so it that isn't enough, nearly all the answers can be

found in this month's review of Albedo on the Amiga and ST.

The first contest entry picked out of the Amiga box on December 15 will receive a state-of-the-art Amiga A500 ready to use. The next 20 will receive a Loricola hit - either 15-bit Albedo or 8-bit Eddie Edwards' Super Star (your choice so don't forget to tick it on the form).

As usual, the decision of TGM's judges is final in all respects, and the rules printed on the contents page apply.

**WARNING:** If you want a safe unchallenging computer life, we strongly recommend that you do not enter this competition.

## QUESTIONS (write answers on form)

1 Which character designed the tracks in Albedo?

2 Which on the planetoid Albedo do the tracks take place?

3 How many single-player games are there in Albedo?

4 And how many two-player games?

5 Amiga and ST versions are already out - but on what other 16-bit format will Albedo soon appear?

6 In which country is Loricola headquarters?

*Just send this completed form (or a photocopy) to:*

**THE SICKENINGLY EASY ALBEDO COMP,**  
TGM, PO Box 16, Ludlow, Shropshire  
SY8 1DS to arrive by December 15

### The answers are:

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

If I win a make-up prize, I would like (tick one of the following)

Albedo on Amiga ☐ or ST ☐ or PC ☐

Eddie Edwards' Super Star on Amstrad GPC ☐ or Commodore 64 ☐ or Spectrum ☐ I would prefer (tick one): tape ☐ or disk ☐

And now a couple of questions to help Loricola plan future releases:

Will you buy a new computer in the next six months? Tick one  
YES ☐ or NO ☐

If so, what make? \_\_\_\_\_





# MAGGIE'S RUBBER FANTASIES

What do Donatelli, latex rubber, computer-controlled pneumatics: Maggie Thatcher and the 1988 PG Show have in common? TGM finds a surprising answer

**E**lite Court, London, September 18-19: deep in the heart of outer space, gleaming hot dogs and shell-suited businessmen lay the Donatelli stand. Deep in the Donatelli stand lay a real double-decker bus. Eventually behaved as though having a double-decker bus with passengers on top in the middle of the PG Show was perfectly normal behaviour.

But that's because everyone on the stand was watching a serious cigar-smoking Prime Minister gabfest in three-piece suit and bowtie, results at 10 and sanity.

Not just for real Maggie, but one of the many rubberised caricatures of British leaders the crowd and television. It's about that we are bound to watch and discuss. The Mrs Thatcher puppet was promoting Donatelli's official computer game of the 70 series, due for release on all major formats this Christmas (as announced on TGM90).

The impressively animated PM was hired by Donatelli from Spelling Image Productions, who show their puppets to be used for exhibitions and other more or less worthy causes.

A unique computer controls the actions of the mechanical puppet, with a pneumatic system imitating gestures and features - a system which will soon be used to animate a 100-pound Jim Henson's Rat, any day in the future.

And when this pneumatic muscle system was concerned, it required a reliable new computer to control it - because its existing machine would do the job.

Henson and Steve Haskett spent three years on the computer, including 15 months of actual construction, before Maggie and her rubber friends could come to life.

## Heart of a machine

The computer can run for up to 88 minutes, reading commands from 100,000 16-megabyte Programmable Read Only Memory - a chip that can be reprogrammed using high voltages but is otherwise safe from being erased.

There is no monitor or keyboard - instead, the puppet is controlled by switch switches and potentiometers (potentiometers also devised to make it easy for noncomputer users).

There isn't a standard processor, but



**"The puppet required a whole new computer"**

a 160,000 16-bit 486 commands flowing from memory at 100ns a second, across 160 analogue and 20 digital control channels, professionalised by a sync track.

One channel is assigned to each movement, with some figures using as many as 50. Maggie's eyes alone require six channels, while the mouth channel is synchronised to a voice track on tape cartridge.

A compressor forces air into the pneumatic system, which uses a specially designed, computer-controlled electromechanical valve developed in Switzerland. The valve, which safely air they don't breathe on the puppet's open track.

## Muscle power

Though a man designed to control puppets, the computer can also control hydraulic test rigs, lighting, stage monitors, and - most importantly - mechanical arms for the

showman.

It is a great help for quadriplegics, that is, people who can use neither their arms nor their legs. A prototype will be ready in a day, already being used by a girl in north London - she can control an arm using her finger and thumb to move a ball of marbles.

Later versions for the disabled will use microprocessors. This pneumatic system makes it possible to build into cases which can be strapped around the neck, reading in muscle movement and translating it via the computer into mechanical arm actions.

The system may also be used to physiotherapy. Pneumatic muscles attached to a patient's limbs would remember how a physiotherapist moves it, and then be able to repeat the moves without human help - saving time and money.

Mrs Thatcher's heart may be a cold mechanical one, but it has its uses.





# DON'T BELIEVE A WORD OF IT . . . . unless you want a £250 sports voucher from Elite!

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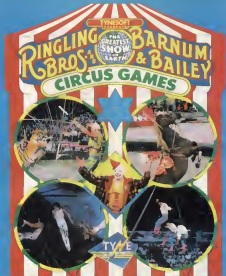
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**Abstract:** Investigated the influence of the 10-member transnational committee (TNC) of the World Bank Group (WBG) on the 10-member transnational committee (TNC) of the World Bank Group (WBG) on the 10-member transnational committee (TNC) of the World Bank Group (WBG).



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**THE 1990S: A NEW FRONTIER** The 1990s have been a time of great change for the American people. The decade has seen the end of the Cold War, the fall of the Berlin Wall, and the beginning of a new era of global cooperation. The 1990s have also seen the rise of the Internet, the emergence of the World Wide Web, and the beginning of the digital age. The 1990s have been a time of great progress and achievement for the American people.

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Music is the food of **love**, and we all know what country's best at that. Jon Bates tunnels through the channels of France's latest MIDI package for the Atari ST

**M**usic software takes after its nation the way some owners love after their dogs: certain programs tend to be ordered systematically, comprehensively and masterfully. American software houses are wonderful at wrapping up even the least inventive programs in glossy boxes (back in the UK the programs are often inventive but underdeveloped) and packaged in a spanking box with images photographed institutions.

And what about the real challenge? Where are the real Spanish, Greek and French programs? What a minute... did I say French?

If the software is like the country, the French approach would be effective, looking a few facilities but over-the-top for pretty

comprehensiveness. The packaging would be neat-clean and slick, and the program itself would probably make up for its lack of multi-task in two-code easy-to-use approach.

Add to it computer music goes the French are unduly well aligned with a government funded research and development establishment right in the heart of Paris. The institution IFREMA ponders the lovely 'love' theory that the most must develop on its own and be mainstreamed by everyone else.

IFREMA developed its own software for own computers and computer languages and its own enthusiasts at great expense. Similarly Jean Michel Jone's *Stage* gear is nearly all French - popular, explicit and expensive.

So far so good, news for

musicians. But there's now a new breed of French music software and the first package is *Musilog* developed by *Logiparc*, published by *Genius* and marketed in the UK by *Secretive*.

#### Studio 24

The package comes in two parts which stand alone or run simultaneously - one is a 16 extension to the other.

*Studio 24* is a 24-track MIDI recorder for the Atari ST. The screen setup is similar to several other sequencers, makes 24 tracks across the top of the screen, four tracks and 240 features underneath each track and is set at sensible recorder icons. The menu drops down and for editing you flip to an edit screen - other functions appear as active

**"Jean-Michel Jone's onstage gear is French, peculiar and expensive"**



#### explosion.

Simply get right, lefty - just plug up the MIDI board and let it loose. The program automatically logs the end of each recording and sets that up as a pattern (called a chord) so you don't have to worry about length when you start wandering over the keyboard of dream machines.

Playback is simple too - hit F5 and watch the track come back to you. Each track can be named and (though) there's enough space to record a few patterns (about about the equivalent each track is plugged into).

The facilities for copying tracks and moving them within a track, or from track to track, are excellent from a drag-and-drop window. All you need to know is which bar number the block starts and finishes at.

#### Option concoction

Although the main setup is fairly complex with the jumble of options, that (some) sequencing software offers, you can choose from internal MIDI or 16 tape outs. (The last option is obviously there with an eye to selling you a hardware tape synth box.)

Temps can be changed either by the mouse (either on by dragging it at the up and down triangle, 'hand' on the screen) or with all numeric, functions in Windows. But you can actually input the number in - or so the manual claims. I did not use or two manual where numerical input wasn't possible.

There is also a 'user' function, which will loop from the beginning of the track to the last point recorded - fast!

Could I get a forenoon specific demo and integrate it with a bank, but before I get back.

Because the handy habit of dropping you in after the last section you recorded. There's no what or a bank depending on what you're doing.

If you have just achieved the end of your dream, it's time to go home no chance of continuing it. Can I you're still trying to perfect a bass drum or chord pattern, it becomes a pain as you have to stop, save the track and start all over again.

I particularly liked the remote option for each track, which sends the voice patch the remote control buttons. And the velocity range gives a pitch-bend range setting.

This is a wonderful attempt at user friendliness - as you flip through the program changes screen, it also changes the voice on the synth so you can hear and see exactly what you're doing. It's also compatible with MIDI 2.0, yay!

#### Yes we have note-on quantity

I wish it was accompanied with the several functions which are a little clumsy and degenerate by today's standards. If you want note-on quantity you have to select that before you record your pattern - or from the sequenced pattern onto a fresh track that has been set to the note-on/you want. Or think you want.

Note length quantity is set on the edit page after you've recorded. Though a corner of considerable note values and very quickly has a drum-

beat quantity - volume and pitch-off almost immediately - it's a bit of a mess - missing many of the quantisation features that similarly priced sequencers have.

Note-on notes can be added 'note-on' or simply moved around with ease. But if the track is polyphonic you have to deal with it a note at a time. Though it's not easy to add specific MIDI data that applies to all subsequent velocity, etc. you can alter details of the program long velocity.

Yet, what's unique about this package is the 1, and 2 tape about tracks 23 and 24.

#### How you G it

G means chords and rather like a single keyboard this will identify chords and play them according to the rhythm pattern you can set on the track. It can identify most of the common chords and music there effectively in an instrument or position. It is for the melody which must be sequenced.

Under the program is given three kinds of information. It tells you away and possible from other tracks which are in perfect harmony with the melody and accompaniment.

So if you have a melody in mind and a few chords to go with it, Studio 24 will calculate the MIDI data that can be a simple task into a sort of full blown arrangement. It can calculate other close or open harmonies.

Heavily done all this, the program has a good feature that lets you convert your efforts to hard copy. It is compatible with Atari and Space journals and gives you, instantly in the world, a set of a sequenced harmony line or the notes that a bass line and the chord sequence similar out above the page.

Anytime you want to make a modification, it's automatic. The software is a bit of a mess, but you can get it.

Rather though, there is no alternative configuration program for a microcomputer Atari and Space.

#### Big Band

The system in Studio 24 is called 'big band'. Given chord and melody information this will come up enormous arrangements including drum patterns, countermeasures, etc. and it can all be arranged to separate MIDI channels.

It will even work off a melody for you once given the chord sequence. And it can calculate chords - in some ways.

But all is achieved by entering the right you want, as you are limited by the steps offered and the programming representation of it. On the left, the Studio 24 is a player and not a recorder or MIDI information.

Both programs are very flexible in fact they are almost 'locking' a few facilities but nevertheless pretty comprehensive. The packaging is well-chosen and clear and the programs themselves make up for a lack of features with a very easy-to-use approach. Just go to sleep.

■ The Big Band (24 £149, Big Band £149) Available from SoundSource 48 Clifton Avenue, Birmingham B15 2AP ■ 021 235 2440 or 0242 54951

**"Big Band will even knock off a melody given the chord sequence"**



# THE DARK FUTURE IN YOUR HANDS

## Thanks to Games Workshop and TGM

**USA, 1996:** The *Saboteur* Operative is a new breed of low-endurance, A-level of heavy-hunter, hand-gun and anti-aircraft pilot.

In the vast tracks of low-endurance outside the *Pillbox Zone* (Pantheon) of the great colors, enhanced gauge rule supports. They increase the combined communities along the boundaries and now routinely serving themselves for territory and prestige. The route have become a battle zone where the slow and the weak were due.

This is the world of *Dark Future*: the give RPG from *Games Workshop* — and now you can enter the future by winning one of 20 game kits and a Games Workshop Landraider model too!

All you have to do is translate the *Dark Future* slang shown into its 100% equivalent, by matching the numbers and letters.

For instance: If you think "gagging" means "displacement" just write B H on your list of answers.

Send your answers on a postcard or the back of a sealed envelope to **DARK FUTURE COMP, TGM, PO Box 16, Ludlow, Shropshire SY8 1DU** to arrive by December 31.

The first 12 correct answers picked out of the first round on that date will be ready to play *Dark Future* kit plus a model! The next eight will be the *Dark Future* kit (but sorry, no model).

The decision of TGM is subject to future final final and the usual rules as printed on the contents page apply — even in a serious society.

**DARK FUTURE TALK**

- 1. Displacement
- 2. Gagging
- 3. Displacement
- 4. Displacement
- 5. Displacement
- 6. Displacement
- 7. Displacement
- 8. Displacement

**1988 TALK**

- A. The point
- B. The point
- C. The point
- D. The point
- E. The point
- F. The point
- G. The point
- H. The point
- I. The point
- J. The point
- K. The point
- L. The point
- M. The point
- N. The point
- O. The point
- P. The point
- Q. The point
- R. The point
- S. The point
- T. The point
- U. The point
- V. The point
- W. The point
- X. The point
- Y. The point
- Z. The point

# Turbo



1984



ANDROS ATTACHED TO  
 ANDROS ATTACHED TO  
 ANDROS ATTACHED TO  
 ANDROS ATTACHED TO  
 ANDROS ATTACHED TO  
 ANDROS ATTACHED TO

## ANDROS

Paris-Dakar 1981 - 1st  
 Tour de France 1982 - 1st  
 Paris-Dakar 1984 - 1st  
 Paris-Dakar 1986 - 1st  
 Turbo Cup Porsche - 1st





# Cup

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place on the podium."

*Rene Metge*



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# Be BOMBUZALED

... with Image Works and a host of board games

**QUESTION:** What happens when six top programmers get together? **ANSWER:** No, that's not the comic *Bombuzal*!

*Bombuzal*, due for review in **TOMM14** is the brainboggling new puzzle game from *Image Works* complete with designer self 3-D-B-O option — and contributions from six leading game creators.

David Blopp is the designer and Tony Crowther did most of the programming. But stars like Jeff Miner, Andrew Blopp, Ubi, and Jon Rikman have all contributed levels.

And it's one of those cleverly simple challenges that should keep you coming back for more as you smash the madness in frustration (The broken machine could be *Image 3D Amstrad CPC 624 or Spectrum*.)

But if you do that, you'll need something else to play — and that's where this competition in *Image Works* are offering the winner a bumper bundle of board games plus a deluxe *Image Works* game bag.

The first five runners-up get *Rabbit's Claps* puzzle — estimating how long it's the best selling. *Mud's Cube* — plus game bags, and the next five get the bags too.

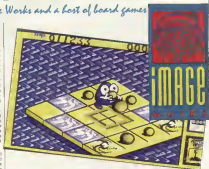
And all you have to do is name one game (apart from *Bombuzal*) by each of the famous programmers working on the new *Image Works* release.

Send your answers on a postcard or the back of a sealed envelope, with your name and address to: **BOMBUZALD COMP, TOM, PO Box 10, Ludlow, Shropshire SY8 1DB** to arrive by December 18.

The decision of *TOMM*'s judges is final in all respects, too: they're so smart, and rules as printed on the current page apply.

**Just name one game by one each programmer:**

- David Blopp
- Tony Crowther
- Jeff Miner
- Andrew Brinkbrook
- Ubi
- Jon Rikman



# READERPAGE

**"After a five year affair I am shortly to be married to an Atari 520 ST with colour monitor"**

So says a mystery correspondent as the ugly ST/Amiga war rears its head again. But all is not as it seems at Readerpage Central. Who can say what is real and what is MSX?

## THE WAR TAKES ON

Dear Games Machine

Compared with already ancient ST games in this longish letter you're sure this opening should not contain one by almost to spare the word "obvious"? And if that's not just isn't it obvious? Why not just address the issue?

Maybe you are. It's not just together in most of your articles are interesting whereas these "opening letters" have a lot to do. What do I think the biggest superiority the ST has why do you personally stay in it in terms of software? Don't I just see because the ST has better software because the judge is not a computer. Please understand it's not just because you recognise the ST as the superior machine. It is not people feel the same way, and the most influence came from the way you.

As for content in "obviously" what a waste of time. It is just obvious to me because making someone notice. They find they cannot come. The buying limit and then with more games things like the computer industry. Take for instance the old Point and click to move software writing a letter. I think it is

fairly obvious in it. They're Point and Click may be going to be for the other sensitive computer industry. What about the friend about where the man who I was writing under "read your of letters"? Don't forgetting it is.

It's not just price for it. Don't forget to all the articles that have been published especially the ones on computer magazines.

Now, finally, I'm sorry. In the past time/price for it is not under 10-15 and you can expect to see that you're already guilty of this but that you can see the reason for ST being a "winner". (Don't think we all thought the "top things in better than most" ST was the "superior" but have finally got to be sure. Just obviously we were wrong. Or I'd be wrong. Don't forget to respect the fact that all games are frequently rated higher than 10-15 - the reason that we should do each game and know it as its individual quality. Irrespective of what those it is or what the value that places it is.

By the way like Don't forget to see you calling for a change.



Two eight channel channels in four stereo pairs. Much better. Compared to other hardware controllers, we're not an MSX. Don't say any software issues.

Don't forget to be the first with the ST. When can they go to get their own together and start programming the



## IS BIT BLUES

Dear Games Machine

Congratulations on producing such a great mag. I think it's better to be complete in theory and expand you too again nearly all software houses.

What do they think they are doing? Why are different kinds of magazine of producing software to match the capabilities of their new powerful

computer? It's not just for people like Argonaut, Championship and Melbourne House producing games such as Commander (I know Rayner and John West). I don't think you're kidding and then would be actually sell my machine to your average games player?

What is happening with the Amiga? It has eight times the ST's colour pixels a

## CUTEY POO MEETS FRANKENSTEIN'S MONSTER





of and things properly before the fact the support of potential buyers?

When George Kent, in the early days of 1914, the majority of different forces were largely getting their previous releases, even in the replacement without making any substantial difference in the price. Of course, this will give us the field, such

at the time you mention, demonstrate that some publishers are starting to put their money where their mouths are in terms of development. The pattern will change as 18 different more established, but as 67 game area, substantially, understand the things this explains the current disparity.

## SQUASHED PIXELS

Dear Game Machine: Since I bought my Amiga I've had the pleasure of playing some great games! But I've noticed the differences between American NTSC and European PAL formats.

Amiga games usually use less resolution than most DOS/MS-DOS games—usually 640x480 pixels (NTSC) and 640x512 pixels (PAL). However, 640x512 pixels is Amiga games don't fit our American screens correctly. This means that if games were written for an NTSC system, they are

playing "squared" versions of their own form.

The reason for this is to ensure that the whole full-screen picture is visible on the screen, which can perfectly show a rectangular screen state. In American systems and the difference in screen height was always

Over 100% pixels are only getting 10% of the screen image. NTSC games should be 75% changed. Wayne Rodriguez, San Juan



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# BACK BYTES



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**RESOLUTION 2544/60** (up to 32 colours onscreen).

**COLOUR PALETTE** 50 colours and shades. **3200/60** Horizontal beam, including speech, picture played through a TV. **VIDEO** TV only. The Monitor control unit with antenna.

**SOFTWARE FORMAT** Special, unbreakable Nintendo cartridge. **Display** 1000 effects (by independent firm, no data in game software is available for the Nintendo). The Japanese version manufacturers since developed a 32k chip but abandoned it because of pricing problems.

**POWER** Game controller. TV cartridge. **Software** 4.85 Games only. **120/120/120** for the two software has been released in the UK. (though Nintendo can produce in Japan and Europe 20 per cent. **120/120**). Nintendo now produce two nine games cartridges in the UK.

## PC ENGINE

**PRICE** 1100 for console, power pack, joystick and audio interface (but a 50000) Available only from Japan. Made in Japan. These Nintendo cartridges (4000) 5000.

**RESOLUTION** 640 x 480. The Japanese manufacturers are already. Nintendo to only have. **SOFTWARE** Special. Japan. Nintendo to be a specially designed this chip. (though some reports say 120k).

**VIDEO** 1200/1200. Up to 32 background colours and 32 game colours (screen).

**COLOUR** 40/120/120. TV output and shades.

**POWER** 40/120/120. TV output and shades.

**SOFTWARE** 40/120/120. TV output and shades.

**POWER** 40/120/120. TV output and shades.



## SEGA MASTER SYSTEM

**PRICE** Games console including type game, game controller and audio interface unit. Price 1100.

**RESOLUTION** 640/60. Up to 32 colours onscreen.

**COLOUR** 40/120/120. TV output and shades.

**POWER** 40/120/120. TV output and shades.

**SOFTWARE** 40/120/120. TV output and shades.

**SOFTWARE FORMAT** Special, unbreakable legal cartridge. No lights or data.

**POWER** 40/120/120. TV output and shades.

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**POWER** 40/120/120. TV output and shades.

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| 002 | 1990-07-22           | 33  | F   | B         | Jane Smith      | 555-987-6543        | 456 Elm St     | Los Angeles   | CA    | 90001 | XYZ Inc                | Marketing Manager     | 2015-06-01 | 2021-05-31 |
| 003 | 1978-11-09           | 45  | M   | A         | Robert Johnson  | 555-234-5678        | 789 Oak St     | Chicago       | IL    | 60601 | DEF LLC                | Operations Director   | 2008-03-15 | 2019-11-30 |
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| 006 | 1995-12-10           | 28  | F   | W         | Sarah Green     | 555-567-8901        | 303 Birch St   | Phoenix       | AZ    | 85001 | MNO LLC                | UX Designer           | 2019-01-01 | 2023-12-31 |
| 007 | 1980-06-25           | 42  | M   | A         | David Black     | 555-678-9012        | 404 Maple St   | Philadelphia  | PA    | 19101 | PQR Corp               | Finance Analyst       | 2005-07-01 | 2020-06-30 |
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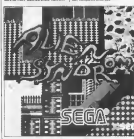


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